

Jonathan Hobman

Product Engineer

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PROFILE

Product-minded software engineer. I build developer tools, AI workflows, and web apps people can actually use. Three and a half years in commercial games QA left me picky about regressions and half-finished UX. Recent stack is TypeScript/React, Python/FastAPI, Postgres/Supabase, plus practical model tooling with tests and logs. Fine working alone and tightening the product from real feedback.

SKILLS

Product: prototyping, docs, talking to users, shipping small and often

Full-stack: TypeScript, React, Node.js, Python, FastAPI, Postgres, Supabase, REST, WebSockets, Docker

AI tooling: agent workflows, MCP, model routing, prompts, basic eval, audit logs

Quality: regression and E2E testing, A/B tests, Vitest, Pytest, Jira, TestRail

Workflow: Git, GitHub, async teams

EXPERIENCE

Independent Developer and Tech Consultant

Jun 2024 to Present. London, UK.

Own the problem from first sketch through something people can click.

AI agent tooling

- Multi-agent setups with saved context, model routing, MCP tools, logs, and human approval steps when the action is risky.
- MCP servers that expose desktop tools and pipelines to language models.
- Routing across Claude, Gemini, Codex, Ollama and others for cost vs quality.
- Permissions, credential isolation, and structured logs when things go wrong.

Dreams to Reality

dreamstoreality.app | github.com/Jonohobs/DreamsToReality-public

- React front end, FastAPI backend, Postgres, media automation, Three.js demos, user docs.
- Checked new pipeline steps with real sessions before calling them done.
- Video capture through frame extraction, segmentation, and 3D reconstruction, with blur/dedupe prep.
- Live product plus public technical overview on GitHub.

Multiplayer game prototype

- Real-time prototype: React, TypeScript, Node, WebSockets.
- Shared packages and tests for client and server.

Quality Assurance Tester, PikPok

Oct 2019 to Apr 2023. Wellington, New Zealand.

- Shipped 20+ games on mobile, PC, console, Netflix, and social.

- Test plans for regression, compatibility, monetisation, networking, and A/B tests on customer releases.
- 500+ Jira issues. Worked with eng, design, art, analytics before go-live.
- Care about onboarding and whether paying players hit broken paths.

Teachers' Assistant, Vibe Teaching

Mar 2024 to Feb 2025. London, UK.

- Classroom support across London schools; adjusted for different student needs.

ADDITIONAL

Performer and tech operator, DreamWorks Tours (Nov 2023 to May 2024). Theatre and performance background (2011 to 2023).

EDUCATION

Victoria University of Wellington. BA (invited to honours), 2012 to 2016.

UK Diploma in Digital and IT Skills, 2025 (Python, Data Analytics, Networking, IT Support).