I'm Andy Hook, a Design Engineer based in the UK

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Profile

I'm a design engineer with more than 15 years of experience building high-quality interfaces and design systems across AI, developer tooling, SaaS, and collaborative web applications. My expertise spans UI architecture, design engineering, accessibility, performance, and developer experience. My work ranges from AI-powered rich-text environments and authentication products to widely adopted component systems that power some of the most popular interfaces used by millions.

Skills

Product Engineering

Experienced in translating complex product requirements into polished, performant interfaces, with strong instincts for interaction design, visual detail, component composition, and front-end performance. Comfortable owning ambiguous work across web apps, extensions, and external surfaces.

- React, Next.js, TypeScript, JavaScript, Webpack, Vite
- Tailwind, Styled Components, Motion, HTML, SVG, CSS, SCSS
- Node.js, PostgreSQL, GraphQL, ProseMirror, SSG, SSR

Systems & Architecture

I build scalable front-end systems with clear component APIs, strong architecture, and testing that gives teams confidence to ship quickly.

- Storybook, design systems, headless UI patterns
- Unit, Integration and E2E testing
- Jest, Testing Library, Cypress, Playwright

Design Partnership & Accessibility

I work as a close design partner within product teams, advising on UX feasibility, interaction details, and implementation trade-offs. Extensive experience building to WCAG and WAI-ARIA standards, with deep knowledge of screen reader behaviour, keyboard interaction, accessible contrast, and focus management.

Experience

Senior Software Engineer
Scroll AI — September 2024 - June 2026

I worked across nearly every user surface of the product, including rich-text editing, chat rendering, sharing, permissions, authentication, entitlements, browser extensions, spreadsheet autofill interfaces, billing, and more.

Software Engineer
WorkOS — March 2022 - May 2024

WorkOS acquired Modulz in March 2022. I continued to maintain Radix UI, shipping the stable 1.0 release which grew to 130m monthly installs. I later joined a horizontal product team, leading the dashboard re-architecture and supporting the rollout of User Management.

Senior Product Engineer
Modulz — April 2021 - March 2022

I was a core maintainer of Radix UI, a popular headless UI library touching millions of end-users. Worked closely with the team to scope, shape, research and implement WAI-ARIA compliant accessible UI patterns and DX centric component APIs.

Senior UI Engineer
Aragon One — May 2020 - January 2021

UX Engineer
Bright Interactive — September 2018 - May 2020

Senior Front-End Developer
Brandwatch — April 2016 - May 2018

Front-End Developer
The Jamieson Consultancy — January 2012 - January 2016

Digital Designer
Freelance — July 2009 - January 2012

Education

BSc Honours Degree, Game Technology
The University of Portsmouth — September 2006 - July 2009

Foundation Diploma, Art and Design
Hastings College of Art and Technology — July 2005 - January 2006

BTEC National Diploma, Multimedia
Hastings College of Art and Technology — July 2003 - January 2005