Engineer Software

{ Frontend Development }

The screens people actually use

Interfaces that load quickly, work on a phone and behave the same in every browser your customers happen to use.

Still working out what you need?

Tell us what is going wrong, or what you are trying to build. We will tell you what it would take, roughly what it would cost, and whether we are the right people for it.

From 1,400 DKK an hour, excluding VAT — and less per hour on a longer booking.

Get in touch See what it costs

Selected work demonstrating this service.

Turn the service into a result

Make “Frontend Development” serve a business outcome. We can connect the technical work to the users, operations and decisions it needs to support. Interfaces that load quickly, work on a phone and behave the same in every browser your customers happen to use.

Get in touch

Examine the relevant work

Use the related work on this page to examine our approach. Ask about the tradeoffs and the conditions behind each result. Directed full-stack GIS map development — full-stack mapping, from database to browser

Directed full-stack GIS map development Get in touch →

Directed full-stack GIS map development

Directed full-stack GIS map development, overseeing PostgreSQL, Mapbox, ReactJS, and NodeJS to deliver an integrated solution.

Presented 200 UI/UX improvements

Presented 200 UI/UX improvements for the GIS map application, boosting revenue by 10x through enhanced software features.

Contributed to user interface design processes

Contributed to user interface design processes, ensuring intuitive, visually appealing, and user-friendly project interfaces.

Developed 100 web applications using HTML/HTML5

Developed 100 web applications using HTML/HTML5, CSS/SCSS, Django, WordPress, and Joomla, ensuring diverse online presence.

Designed 30 websites from Photoshop to HTML

Designed 30 websites, delivering unique and flexible solutions by converting Photoshop designs to HTML.

A maritime platform with clear system boundaries

Architected a layered maritime platform separating a Next.js PWA frontend, a Go (Huma/Fiber) API, and a PostgreSQL function layer, keeping all business logic in the database.

Built organization context switching for users

Designed an organization context-switching system with client localStorage and server-side cookie mirroring, letting users act as managed organizations while enforcing least-privilege authorization.

Built the Next.js 16 frontend: SSR, SSG and CSR

Built the Next.js 16 frontend with deliberate SSR, SSG and CSR strategies, and a reusable prefetched-server-page factory that removes the N+1 fetch cascade from each authenticated page moved onto it.

Delivered full Progressive Web App support

Delivered full Progressive Web App support — installable and offline-capable — with Workbox runtime caching via next-pwa.

Designed an iOS 26 'Liquid Glass' design system

Designed an iOS 26 'Liquid Glass' design system and a canonical component inventory enforced by lint rules to prevent UI divergence.

Designed the product's UI and UX end to end

Designed the product's UI and UX end to end — directory grids, dual card/table views, live requirement validators and breadcrumb navigation.

Built an English/Danish i18n system

Established an English/Danish internationalization system carrying 12,027 messages per locale across 458 namespace files, with linter-enforced vocabulary and a 400-line budget per file.

Set the platform's founding technical decisions

Set the platform's founding decisions in the weeks after the repository opened in November 2025 — the layering, database-first data access and the zero-warnings bar — and they still hold nine months on.

Maintained a Hugo site and improved product UI

Maintained and enhanced the legacy Hugo static-site website while contributing UI/UX improvements to the primary asset-management product.

Built the operator back-office for the platform

Built the operator back-office — around 40 admin routes and 128 components covering claims, moderation, feature flags, cache and diagnostics — so the platform can be run without database access.

Built a multilingual Hugo site in 3 languages

Built a multilingual static site in Hugo across 108 template files including 53 partials, publishing every page in four representations from one content tree in three languages, and again under seven focused subdomains built from that same tree.

A safety net that no longer costs half an hour

Cut the site's browser-driven quality gate from 1,636 seconds to 615 by scheduling its checks longest-first through a worker pool bounded to four lanes, after measuring that alphabetical order cost 320 seconds against 224.

Replaced 27 font sizes with a 6-step scale

Replaced 27 rendered font sizes whose nearest neighbours were 0.6% apart with a six-step Major Third scale, and wrote the linter that fails the twenty-eighth.

Accessibility checks across 32 pages and both themes

Implemented WCAG 2.2 Level AA checks across 32 representative pages in both colour themes, with a conformance record, one AAA criterion checked and the partial result for criterion 1.4.13 stated explicitly.

The accessibility faults your checker misses

Found and fixed 11 accessibility defects the browser reported as healthy — eight footer links still in tab order behind pointer-events, a scroll timeline clipping the colophon off three pages, and a rule engine running 70 of its 105 rules.

Closed the colour system at 28 colours

Closed the colour system at 28 documented colours with a linter that fails a value painted but undocumented, documented but unpainted, mis-measured, respelled as a literal, or within a perceptual distance of 0.02 of one already there.

Found the light theme missing a whole layer

Found that the light theme had been missing a full-page overlay layer since the day it was written, by asserting that both themes paint every layered surface with the same number of layers.

Made the reduced-motion setting honest

Made reduced-motion honest after finding eleven selectors still animating under the preference, because a universal transition-none rule loses on specificity to any rule carrying a class.

Built a 637-line print stylesheet

Built a 637-line print stylesheet against four documented rendering-engine behaviours, including run-in headings that printed white on white for any reader whose browser preferred dark.

Cut the stylesheet bundle from 87 KB to 31 KB

Cut the stylesheet bundle from 87 KB to 31 KB by taking a base64 font out of it, and dropped 756 KB across 22 files that were published on every deploy and referenced by nothing.

Linted the 10,242-line quality gate itself

Brought 10,242 lines of quality-gate JavaScript under a formatter and a linter after establishing it was the largest body of code in the repository and the only one nothing read, fixing 13 findings and suppressing none.

Built a native macOS client in Swift 6

Built a native macOS messaging client in Swift 6 and SwiftUI — 11,141 lines across 53 files — over the C interface of a Rust core linked as a static archive from a pinned revision.

A bounded event pipeline for a macOS app

Bounded event buffers and logging after a recorded macOS incident with 41 MB per second growth and 111 GB of compressed pages on a 36 GB machine; a recorded full test run reduced core log lines from 610,996 to 1,411.

Named all 17 icons for screen readers

Named every icon-only control in the interface for screen readers after finding the send button announced as "arrow up circle, button", and wrote the linter that requires the label within eight lines of the icon.

Built a 48-token macOS design system

Built a 48-token design system on the platform's own glass material and wrote the linter that rejects a magic number, a hardcoded font size, or an animation that ignores the reduce-motion preference.

Looking for Frontend Development?

Use the linked work to judge relevant experience. Tell us what you need to build; we can discuss the scope, delivery approach and handover.

Get in touch Full portfolio

Scope the work before commissioning it

Describe the workflow, the existing interfaces and the users who need the change. We can define a testable delivery and a handover that lets your team maintain it.

See what it costs Get in touch →

Talk through your requirements

Tell us what you need from “Frontend Development”, including the deadline and the team that will maintain it. We can discuss a practical way forward.

Get in touch

welcome@engineer.company +45 50 10 61 84 Copenhagen, Denmark

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