Christopher Johnson

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Kansas City, MO – Will relocate to anywhere

Summary: Seasoned full-stack software engineer; 8+ years of experience building high-volume, large-scale web applications.

Core Skills:

- **Product Engineering** – End-to-end product lifecycle management; design, implementation, testing, debugging, filling a product backlog, triaging incoming bugs, monitoring, analytics, documentation, and deployments.
- **Frontend Architecture** – React, Typescript, CSS Styleguides, Client-side state management (Redux), regressive story-driven tests, idiomatic, accessible HTML syntax, animations, user interactions, page and information architecture.
- **Backend Development** – Data design, service-oriented architectures, HTTP/Rest interfaces, GraphQL, service monitoring, data migrations, deployments, hosting, and regular devops tasks.

Experience:

- **Canvas.xyz** - https://docs.canvas.xyz - **Senior Software Engineer**   2024
  - Developed the core Canvas library, a CRDT algorithm that enables peer-to-peer multiplayer applications
  - Wrote reference implementations, added documentation, and consulted on client consumers of the library, fixing bugs and improving the integration on implementations which used our library.
- **PayIt** - https://payitgov.com - **Senior Software Engineer**   2022-2023
  - Complete software lifecycle management for 50+ applications deployed in various state/local governments across North America, managed by our central application codebase, Centaur
  - Wrote features, fixed bugs, redesigned architecture, and wrote documentation for Viewbuilder, a no-code configuration app which generated deployment, page, and feature configurations for these 50+ applications.
  - Taught developers in cross-org collaboration lessons for various UX, web platform, frontend architecture and advanced engineering practices.
  - Handled i18n/localization and accessibility tasks for all of our applications; implemented the strictest WCAG guidelines and recommendations.
- **Contract Engineer - Multiple roles**   2020-2024
  - **UIS-KC** - https://uiskc.com
    - Maintained two applications for client's business that processes insurance claims for large businesses. Refactored a 12+ year old codebase, reconfigured the Azure Devops pipeline, audited security, and installed new SSL certs for both the admin portal and client dashboard. Fixed several bugs and added new features.
  - **NACLO** - https://naclo.org
    - Developed a new project from the ground up for NACLO, a national organization that holds a competition each year for high school & college students to practice skills in computational linguistics.
    - Replaced an old Perl-based system in Python/Flask, which is used to manage student registrations, register host sites, and publish competition results.
- **Simplifyy** - https://simplifyy.com - **Senior Software Engineer**   2020
  - Developed features, fixed bugs, and maintained infrastructure for Simplifyy's rental property contractor marketplace. Performed a variety of tasks all across the software stack, including database management, analytics, dashboard features, and client-facing bugs and feature additions.
  - Refactored large parts of the data model & migrated several legacy tables to new robust REST-based services

- **Tlon Corp** - https://urbit.org - **Interface Manager | Senior Software Engineer**   **2017-2019**
    - o   Led the Interface development team for Tlon, which builds a decentralized operating system, Urbit
    - o   Managed a team of 4 developers; developed quarterly engineering plan, wrote product plans, ran Scrum/Agile standups, and mentored engineers.
    - o   Developed the flagship application, Landscape, the main interface users use to access the network.
    - o   Designed and wrote the full web stack from scratch; tooling, deployment, code standards, styleguide, and component library, including a custom JS build tool stack using Gulp, Rollup, and Urbit's bespoke HTTP framework, %gall
    - o   Wrote a bespoke state management library modeled after Redux, utilizing %gall's core CQRS model
- **Twitch.tv** - https://twitch.tv - **Senior Front-End Engineer**   **2016-2017**
    - o   Wrote code on the Web Player Team, which handles the main <video> component used across Twitch
    - o   Led the team that redeveloped the Channel page, the main entry-point on which users land on a Twitch creator's stream
    - o   Key player in the company's transition from Ember.js to React.js, across multiple departments
    - o   Mentored several interns, including one who wrote the Player-In-Player feature, a huge company success — increased "Minutes Watched", the key company metric, by ~7%
- **Metromile** - https://metromile.com - **Software Engineer**   **2015**
    - o   Developed the Quote & Enrollment tool, the main pipeline into our sales flow that filled out several forms from the user (vehicle details, driver history, types of coverage wanted) to compute a car insurance quote.
    - o   Developed and maintained the primary sales/customer support admin tool, with several dozen pages and flows allowing management, administration, analytics, record-keeping, and updating user rows.
    - o   Interviewed and helped managed the front-end team, set code standards, architecture and style guidelines
    - o   Wrote tests, SCRUM/agile methodology, contributed to product backlog, did lots of end-to-end QA engineering using Selenium and Browserstack
- **Gain Fitness** - https://gainfitness.com **Software Engineer | Marketing Consultant**   **2014**
    - o   Designed, developed, and maintained the main trainer matching program, including the front-end, data collection, backend, servers, and build pipeline.
    - o   Consulted on product features, added analytics, contributed code for the marketing site, investor pages, ad copy, and landing pages for the website.
    - o   Wrote some tools to help analyze reports for better trainer matching results through the matching process.
- **LocBox** - https://locbox.com - **Software Engineer**   **2013**
    - o   Developed our main email marketing campaign builder tool, featuring an interactive WYSWIG GUI allowing users to build various email templates out in a drag-and-drop dashboard interface
    - o   Developed lots of internal tools around analytics, generating executive reports, maintaining backend infrastructure and deployments, and handling Rails migrations
    - o   Developed lots of new pages on several marketing sites, landing pages, and inputs into our own sales/marketing funnels. Optimized page builds and distributed site assets via on-the-edge CDN services