

# Christopher Johnson

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**Summary:** Looking for full stack web development or product engineering roles

- Seasoned engineer with 10+ years of experience at companies like Twitch, Metromile, Tlon, and Payit
- Can work independently and manage all areas of a tech stack, including hosting infrastructure, databases, APIs, user experience, and frontend code. Have interviewed and trained developers and built whole products from scratch
- Looking to work with a motivated and professional team solving real-world problems, in a healthy market and that preferably has (or is shooting for) a best-in-class product for whatever domain they're serving.
- For the right team, I'm happy contributing as an individual developer, a tech lead, or even managing a few people. If the company is working right, there are exciting problems to work on everywhere

**Experience:**

- **PayIt - Software Engineer** 2022 - 2023
  - o PayIt deploys 50+ applications providing a web interface for paying property tax, citations, DMV services, and more for various state and local governments across North America. As an IC, I developed new features, infrastructure, and bugfixes for the constituent-facing dashboard, as well as providing technical design and leadership for the internal systems PayIt uses to configure the fleet of white-label constituent apps.
  - o Accomplishments:
    - Rebuilt a newly designed dashboard experience for constituents of various state/local governments, primarily the city of Toronto and state of North Carolina's DMV and Property Tax services, alongside dozens of other municipalities.
    - Contributed several architectural improvements across client applications, researching and documenting several legacy systems (mostly in Javascript, some Java), enforcing Javascript standards across multiple teams and applications.
    - Tech lead on our product team's Pendo implementation, defining and implementing key product metrics to vastly ramp up our product team's ability to make data-driven decisions on the design and the direction of the product overall
    - Architected and built a sub-system for handling constituent documents, displaying various file formats, and authenticating access to said documents via third-party backend integrations
    - Was the primary frontend client contact on the city of Toronto's property tax service
  - o React, Typescript, Node.js, Mongo, Java, Kubernetes, and Pendo were tools I used extensively.
- **Tlon - Engineering Manager, Interface** 2017-2019
  - o I led Interface engineering at Tlon, a decentralized computing startup backed by a16z.
  - o Pioneered the first usable web application built on Tlon's proprietary decentralized (virtualized) OS. Delivered several iterations of the initial application's design, writing a greenfield Javascript build pipeline, state management framework, and bespoke CQRS api integration.
  - o Managed a team of 4 other developers building out features in the flagship web product, Landscape. Worked closely with the CEO and CTO to develop the product roadmap, release process, and track team progress via quarterly and yearly OKRs.
  - o Constructed several interactive marketing materials (similar to pitch decks), worked closely with designers and the CEO to create unique designs pushing the boundaries of web interaction.

- o Created a greenfield set of frontend standards, a component styleguide, codified build and release processes, style documents, and other infrastructure to scale out client-side patterns in a quality-checked and reusable way for all app creators building on our platform.
- **Twitch - Lead Front-End Engineer** 2016-2017
  - o As an engineer for the Web Player team, I was responsible for rendering the video UI element for all streams / videos (including ads, video controls, playback, etc.), maintaining a responsive front-end architecture that integrated deeply with Twitch's real-time video ingest and ad streaming system.
  - o Lead the development process for a sweeping redesign of Twitch's highest-trafficked view, the channel page (eg. twitch.tv/lirik), which touches 15 million daily active users. Coordinated development and product efforts with a team of 8 people and oversaw the development process through front-to-finish.
  - o Helped Twitch transition from an Ember.js-based architecture to a React-based one, working with the Ember squad to adapt several teams and departments to the new framework.
  - o Mentored an intern who delivered a spectacular feature (miniature video overlay) which significantly increased Twitch's core product metric (Minutes Watched)
- **Metromile - Senior Front-End Engineer** 2015
  - o As a senior front-end engineer, I developed and maintained half a dozen applications (quote & enrollment application, admin tool, customer dashboard), interviewed and helped manage the front-end team, and coordinated with PMs, designers, marketing, the backend team, and accounting to design and manage projects
  - o My key accomplishment was leading development efforts for a full application redesign for the quote & enroll process, completed on schedule (~2 months), with no major issues, and revamped the first entry point for new customers evaluating Metromile's insurance product.
  - o During this time I became proficient in all the things expected of a senior engineer; handling deploys, enforcing code standards, doing a ton of interviews, and drafting up architectural improvements.
- **Gain Fitness, Inc. - Javascript Developer** Fall 2014
  - o Implemented Gain's web marketing presence from the ground up. Built several landing pages, user surveys, and worked with Gain's marketing team to implement a marketing campaign from scratch.
  - o Architected and built Gain's personal trainer matching application, collecting user preferences from an in-depth form survey, storing them, and wrote an algorithm to match them with existing trainers
  - o In addition, I designed and implemented the core Angular services used for conversion and onboarding.
  - o **Technologies used:** Javascript (Angular 1), HTML, CSS, Rails, Mongo
- **LocBox, Inc. - Full Stack Developer** 2013
  - o My first job was a software engineer at a startup of 12 employees. Locbox required me to fill many different roles. While I spent most of my time as a front-end engineer, I wore several hats including product designer, project manager, backend engineer, and devops specialist. In this role I:
    - Converted most of our application from a Rails, form-based application to an EmberJS-powered app
    - Rewrote the marketing site to be fully responsive and communicate our message more clearly
    - Rewrote the internal analytics system using MongoDB to an event-based analytics system
    - Refactored a large codebase of CSS, JS, and HTML into a robust, well-architected codebase
    - Rewrote all front-end code (html, css, and js) to serve landing pages for our marketing campaigns
    - Required substantial attention to performance, accessibility, and cross-browser compatibility
    - Originated several new features based off of feedback from sales, support, and executive departments
  - o **Technologies used:** Javascript (Ember), Ruby on Rails, Sinatra, Node.js, HTML/CSS, SASS

I've done dozens of other projects and work over the years. See my full portfolio at <https://cjohnson.io>