Christopher Johnson

Senior Product Engineer · Frontend-heavy Full-Stack · Remote

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SUMMARY

Senior product engineer with 12+ years building high-traffic web products at Twitch, TIon (Urbit), Metromile, and PayIt. Frontend-heavy full-stack: React, TypeScript, Node/Hono, SQL, and Cloudflare Workers. Since 2023, independent: most recently designed, built, and operate a production business platform end to end as a solo engineer, using an agent-driven development workflow. Track record of setting frontend standards, leading cross-team framework migrations, building component libraries, and mentoring engineers.

TECHNICAL SKILLS

Frontend	React, TypeScript, Redux, JavaScript (ES6+), JSX/TSX, Tailwind CSS, Bootstrap, CSS Grid, Responsive Design
Build & CI/CD	Webpack, Rollup, Vite, Gulp, GitHub Actions, CircleCI, Jenkins, Docker, Kubernetes
Testing	Vitest, Jest, React Testing Library, Playwright, Selenium, BrowserStack, contract tests against live APIs
Architecture	Component libraries, design systems, Storybook, performance optimization, accessibility (WCAG), i18n
Backend	Node.js, Hono, Python, Java, REST APIs, GraphQL, WebSockets, SSR, SQLite/D1, PostgreSQL, MongoDB
Platform	Cloudflare (Workers, D1, KV, R2, Pages, Access, Workers AI), AWS, GCP, Azure, Stripe, Git/GitHub
AI Tooling	Agent-driven development (Claude, Windsurf/Devin, Copilot) with repo-level context, handoffs & verification gates; LLM features in product (Anthropic API, Workers AI)

EXPERIENCE

Independent — Software Engineer & Consultant — Aug 2023 – Present

- **KC Art Van Gogh** (2026): designed, built, and operate the production platform for a Kansas City art studio and event space: public site (kcvangogh.com) plus role-gated Studio, Marketing, and Content workspaces sharing one API and database
- Full-stack TypeScript: React 19 SPA, Hono API on Cloudflare Workers, D1/SQLite with 62 migrations through a custom checksum-locked migration runner, KV sessions, R2 media; ~60k lines of application code, 81 Vitest test files
- Shipped class scheduling (DST-safe wall-clock time model), bookings, memberships, Stripe Checkout + webhooks, email campaigns and composer, AI photo tagging (Workers AI), and cron-driven notification escalation
- Designed the agent-driven workflow that made solo delivery possible: repo-level agent context, a decision register, handoff checkpoints, a prompt library, and typecheck → build → deploy → live-probe gates
- Extracted 60+ reusable business-app components into **Flagship**, a component library and gallery for small-business applications
- **NACLO / Carnegie Mellon** (2023–24): greenfield competition-management platform replacing a legacy script-based system (Python/Flask). **UIS-KC** (2023–24): rebuilt CI/CD and deploys for a decade-old .NET/Azure application; dependency and security upgrades

Stack: TypeScript, React 19, Hono, Cloudflare Workers/D1/KV/R2, Stripe, Vite, Vitest, Tailwind v4, Python, .NET

PayIt — Software Engineer — May 2022 – Aug 2023

- Architected and evolved frontend systems powering 50+ white-label government applications serving millions of constituents across North America, including Toronto property tax and North Carolina DMV
- Drove UI standards for performance, testing, and maintainability across multiple product teams; reviewed designs and implementations to ensure technical quality organization-wide
- Championed accessibility (WCAG) and internationalization across client applications, partnering with Product and Design to align system architecture with user experience goals

- Led Pendo analytics implementation: defined and instrumented key product metrics, enabling data-driven design decisions across the product organization
- Architected document management sub-system handling multiple file formats with authenticated third-party integrations
- Enforced JavaScript/TypeScript standards across multiple teams, researched and documented legacy systems, and mentored engineers on best practices

Stack: React, TypeScript, Redux, Node.js, Java, Kubernetes, MongoDB, Pendo, GitHub Actions

Tlon Corporation — Engineering Manager, Interface 2017 – 2019

- Architected the first scalable UI framework for a decentralized computing platform (backed by a16z), setting technical direction for all frontend development across the organization
- Built a greenfield JavaScript build pipeline (Rollup, Gulp), state management framework, and bespoke CQRS API integration layer powering the flagship product
- Created a component styleguide and codified build, release, and style standards adopted by all platform developers — ensuring consistency and quality at scale
- Managed and mentored a team of 4 engineers; partnered with CEO and CTO on product roadmap, release process, and quarterly OKRs
- Led cross-team initiatives to improve developer workflows, tooling, and platform reliability

Stack: JavaScript, React, Rollup, Gulp, WebSockets, CQRS, custom build tooling

Twitch — Senior Front-End Engineer 2016 – 2017

- Led redesign of Twitch's highest-trafficked view (channel page, 15M daily active users), coordinating an 8-person cross-functional team through end-to-end delivery
- Owned the video player UI: ads, controls, and playback — deeply integrated with Twitch's real-time video ingest and ad streaming architecture
- Drove Ember.js → React migration, leading cross-team initiatives to transition multiple departments to the new framework and establishing adoption patterns
- Mentored an intern who shipped a high-impact feature (mini video overlay) that significantly increased Twitch's core metric: Minutes Watched
- Championed performance optimization for a latency-sensitive, real-time streaming interface at massive scale

Stack: React, Ember.js, JavaScript, Webpack, CSS, real-time streaming, WebSockets

Metromile — Software Engineer 2015

- Led full application redesign of the quote & enrollment flow — delivered on schedule (~2 months), revamping the primary entry point for new customers
- Developed and maintained 6 frontend applications; managed deploys, enforced code standards, and drafted architectural improvements
- Established comprehensive testing: unit, integration, E2E (Selenium, BrowserStack), and usability testing

Stack: JavaScript, React, CSS, Selenium, BrowserStack, CI/CD

Freelance & Contract 2010 – 2022

- **IT Infrastructure (2020–22):** Built computers, configured networking, and performed low-voltage wiring for multiple Kansas City businesses and nonprofits
- 15+ clients total spanning web development, cloud engineering, DevOps, and product consulting

EDUCATION

University of Nebraska–Lincoln, Jeffrey S. Raikes School of Computer Science & Management

Honors program in Computer Science, Business, and Leadership | Coursework: Data Structures, Algorithms, OOP, Multi-tier Web Architecture