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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 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**
 - 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.
 - 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.
 - 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.
 - 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**
 - 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
 - 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.
 - 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**
 - Provided guidance for and helped implement Gain's web marketing presence from the ground up. Built several landing pages, in-depth user surveys, and worked with Gain's marketing team to implement a marketing campaign from scratch. In addition, I designed and implemented the core Angular services used for conversion and onboarding. **See also:** <http://trainer.gainfitness.com>
 - **Technologies used:** Javascript (Angular 1), HTML, CSS, Rails
- **LocBox, Inc. - Full Stack Developer** **2013**
 - 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
 - **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>