

# Christopher Keith Johnson

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**Summary:** Looking for full-time management, full-time team lead, or consulting roles. Specialties include:

- Javascript (React) development, application architecture (Redux), QA engineering (testing-library, jest, etc)
- UX design input, HTML / CSS implementation, styleguide & design system management
- Project management, planning, and agile process engineering
- Mentoring and growing a team of developers

## Experience:

- **PayIt - Software Engineer** 2022 - 2023
  - 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 apps
  - Typescript / React, node.js, Mongo, Pendo (product analytics), lots of other tools and platforms
- **Freelance** 2019 - 2022
  - Did some Javascript development / architecture work for [Simplifyy](#). Helped them transition from a patched-together Firebase prototype application into a longer-term GraphQL + postgres store, and worked on various features and bugfixes for their multifamily investment product.
  - Wrote standalone essays of a future book on civics and macroeconomics. Early chapters are published at <http://cjohnson.io/civics> and <http://clutchofthedadhand.us/macro/debt>.
  - Worked with some local non-profit leaders ([Connecting for Good](#), [Matlock PC Repair](#)) to put together a computer refurbishing and support service for those in need of digital access during the Covid crisis. Organized a warehouse of used computers, and set up processes for repair, sale, and distribution. Did some IT / networking installs for a computer lab for a women's recovery program hosted by [Beauty for Ashes](#).
  - Did some Javascript development and consulting for [Sourcetable](#).
- **Tlon - Engineering Manager, Interface** 2017-2019
  - I led Interface engineering at Tlon, a decentralized computing startup backed by a16z. Managed four direct reports in a standard Scrum process, with emphasis on regular 1:1s and robust team feedback. Worked with the CEO to develop the product roadmap, improve the design/product process, and delivered successful OKRs.
  - Developed the flagship application, Landscape, on top of their revolutionary, decentralized computing system (Urbit), which is still in use today with several thousand users.
  - Built a design styleguide, coding standards, product/release process, and initial application from the ground up.
- **Twitch - Lead Front-End Engineer** 2016-2017
  - 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. Worked with a team of 8 people and saw the development process through front-to-finish.
  - Mentored an intern who delivered a spectacular feature (miniature video overlay) which significantly increased Twitch's core product metric (Minutes Watched)
  - 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 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.)

- **Metromile - Senior Front-End Engineer** **2015**

- o 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 various projects.
- o Lead development efforts for a full application redesign of the quote & enroll process.

- **Gain Fitness, Inc. - Software Consultant** **Fall 2014**

- o 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.
- o **See also:** <http://trainer.gainfitness.com>
- o **Technologies used:** Javascript (Angular 1), HTML, CSS, Rails

- **LocBox, Inc.** **2013**

- o Position: Full-stack engineer
- o Summary: As a startup of 12 employees, Locbox required me to fill many different roles with zero training or experience. 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.
- o Tasks:
  - Converted most of our application from a Rails, form-based application to an EmberJS-powered client-driven app
  - Re-wrote the marketing site ([www.locbox.com](http://www.locbox.com)) to be fully responsive and communicate our message more clearly
  - Re-wrote the internal analytics system using MongoDB to an event-based analytics system
  - Re-factored a large codebase of CSS, JS, and HTML into a robust, well-architected codebase
  - Inherited 2 years of front-end code written by contractors, past employees, and the CEO
  - Re-wrote all front-end code (html, css, and js) to serve landing pages for our marketing campaigns (Locbox's bread-and-butter)
  - Required substantial attention to performance, accessibility, and cross-browser compatibility (IE8)
  - Responsive across all major devices and browsers
  - Substantially contributed to product design and management
  - Originated several new features based off of feedback from sales, support, and executive departments
  - Spec'd, designed, iterated, managed, fought for, and implemented these features.
- o **See also:** <http://locbox.com/>
- o **Technologies used:** Javascript (Ember), Ruby on Rails, Sinatra, Node.js, HTML/CSS, SASS