Chris Greer

Software Developer - London / Nottingham

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Profile

Reliable and experienced developer with a track record of building effective solutions to fit user needs. Skilled in applying core computer science principles to solve complex problems. Positive and open-minded approach to collaborative work. Committed to continuous learning and supporting organisations to achieve their goals.

Education

University of Nottingham   **Graduating July 2025**
BSc Computer Science
Expected result: 1st Class Honours (2nd Year Avg: 83%)

A Levels: Mathematics (A*), Physics (A), Chemistry (A)

GCSEs: 12 GCSEs, 9 at A*/A

Employment

HRS Software Ltd (London/Remote)   **July 2018 – Present**
Software Developer   (*Part-time since Sept 2022*)

- Collaborating with other developers in defining, planning, and building new features such as an HTML email builder, CV parsing using AI, and automated email importing.

- Communicating directly and effectively with clients to provide customisation work specific to their needs. Recent examples of my work include integrated document signing, creating custom reports, and building compliance workflows.

- Working with APIs including Mailgun, Mailchimp, Broadbean, Daxtra, Gumloop and Signrequest to add extra functionality to our products.

- Migrating relational data accurately between various sources and our products. In a recent project I successfully matched hundreds of fields, pulling in over six million records. This required working closely with the client to ensure the data was correctly mapped and any potential delays avoided.

- Applying agile methodologies and participating in sprint planning, stand-ups, pair programming, and code reviews to maintain high code quality and ensure effective collaboration.

- Debugging issues, implementing fixes, and providing 1st/2nd line support (Zendesk/JIRA).

- Developing using Filemaker, SQL, PHP, JavaScript, XML, JSON, Java, and HTML/CSS.

Commerz Systems GmbH (Prague, Czechia)   **Oct 2017 – July 2018**
Application Specialist

- Managed Unix servers, performed planned and emergency changes.

- Gained proficiency with Unix, SQL, and FIX Protocol messages.

- Communicated effectively under pressure with traders in Frankfurt.

Recruitment Force Ltd (London)   **May 2015 – Oct 2017**
Application Support/Junior Developer

- Collaborated with other developers in defining, planning, and building new features.

- Communicated directly and effectively with clients to provide customisation work specific to their needs.

- Debugged issues, implemented fixes, and provided 1st/2nd line support (Zendesk/JIRA).

- Provided training and guidance to clients.

Nationwide Utilities Ltd (London)   **Oct 2012 – May 2015**
Business Administration

- Developed and improved our standard operating procedures, notably by implementing a request template and introducing a client priority system, based on energy consumption.

- Worked closely with the IT team to continuously improve internal tools, for example adding extra features into the comparison software to account for new taxes on energy.

- Account Manager for contracts including Brighthouse, Wahaca and Farnborough airport.

- Managed and trained other support staff.

Technical Skills

Languages:	Java, C++, C, Python, SQL, PHP, JavaScript, HTML, CSS.
Technologies:	Git, Docker, Linux, MySQL, AWS, Gumloop, OR Tools, Z3.
Other:	Data structures and algorithms, object-oriented programming (OOP), design patterns, agile methodologies (Scrum/Kanban), test-driven development, and software architecture principles.

Notable Contributions

Git Lead:	Ensured good Git practices and reviewed code changes in a successful 8-person group project developing a React Native mobile app with AI integration, which transformed videos into 3D models.
Vice Chair:	Led meetings, provided feedback, and ensured the team met strict deadlines in a successful 8-person ethics group project involving a debate on social media and a group report on automation.
Mentor:	Guided and supported other students as part of the UoN Mature Student Mentor scheme.
Projects:	Designed and built a fully animated game in C++ (plus other projects, see GitHub).

Hobbies

Gym, yoga, cycling, and squash.
Playing drums.
Traveling and interacting with different cultures (currently Learning Spanish).
Board games and painting miniatures.

References

Available on request.