

Chris Greer

Software Developer — London / Nottingham

☎ (+44) 79 7790 4132 • ✉ Chris.I.Greer@gmail.com • 🌐 chrisgreer.uk
🔗 chrisGreer92 • in chrisgreer1001

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)
Application Support/Junior Developer

May 2015 – Oct 2017

- 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)
Business Administration

Oct 2012 – May 2015

- 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.