

## Chris Grabiński FRONT-END ENGINEER

I work in close proximity to marketing and hand-in-hand with design teams to deliver web experiences that are beautiful, user-friendly, and built to reach goals.



Lisbon, Portugal



**English & German** 



2020 -**PRESENT** 



Typeform Barcelona, Spain FRONT-END ENGINEER

· Working on all public facing websites as part of the web team (Next.js, Contentful, Framer Motion, ...)

2018 -2020



Unbabel Lisbon, Portugal FRONT-END DEVELOPER

- · Worked with the design team to improve UX and advocate for a component mindset to increase consistency and TAT.
- · Initiated use of React/Gatsby inside the marketing team for all web properties, including refactoring of the main website.
- · Implemented new WordPress theme for the company publication utilizing Roots Sage.
- · Implemented complete website relaunch with i18n utilizing static site generator Hugo (Golang).

2013 -2018



Freelancer Germany, Thailand, Poland, Vietnam, Portugal FRONT-END DEVELOPER

- Consult partners on UX/UI and SEO best practices.
- Implementation of websites for small to medium businesses. Feel free to ask for some examples if you're interested.

2012 -2013



**YOOCON** Düsseldorf/Berlin, Germany FRONT-END DEVELOPER

- · Implementation of static landing pages, ecommerce platforms, blogs, and mobile applications.
- Worked with the design team to move from fixed to responsive design when mobile devices started to gain popularity.

## **EDUCATION**

2008 -2014



- · Explored a vast array of disciplines such as film-making, motion design, sound design, typography, color theory, and more.
- · Graduation thesis about time-management in a location-independent world. I've built a companion web application for mobile devices as a proof of concept.



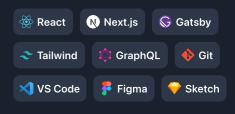


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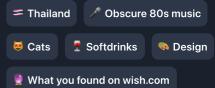


@chrisgrabinski





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SheCodes is a coding workshop for women. I supported teachers during their lessons by assisting attendees with their HTML, CSS, and JavaScript assignments.



I am currently moving the website to the JAMstack using React, Next.js, Contentful, Stripe, and more. Working with real-life projects is the biggest motivator for me when it comes to learning new skills and tools.



2D point and click adventure game as an inofficial sequel to an old Lucasfilm classic. I worked on this a long time ago but it's one of my biggest achievements. During the 8 years it took to complete this project, I got to know many talented people and develop skills that helped jumpstart my professional career.