Chris Green

SENIOR SOFTWARE ENGINEER

Profile

I bring 6+ years of experience, spanning both frontend and full-stack roles, with a track record of leading projects, guiding technical direction, and building great products. I thrive in fast-moving, cross-functional, data-driven teams.

History

Travel, South East Asia / Australia

FEBRUARY 2023 — PRESENT

Senior Software Engineer, Typeform, Remote

APRIL 2022 — NOVEMBER 2022

Summary: In the First Experience team, I used TypeScript, React and GraphQL to improve the users initial product experience, helping them find value and boosting the conversion of users into paying customers.

Highlights: As technical lead, I worked closely with design and product to streamline onboarding, enabling users to automatically create forms tailored to their company brand, resulting in a 5% increase in the conversion rate from free to paid plans. (Details: https://brandfetch.com/developers/customers/typeform)

Senior Software Engineer, HelloRelish, Remote

MARCH 2020 — APRIL 2022

Summary: In a small, fast paced startup I worked full-stack in React Native and Clojure on a mobile app that helps users improve romantic relationships. I was responsible for leading the technical direction of the frontend, as well as providing mentoring and code reviews.

Highlights: Led development of the web onboarding flow, setting up web tooling (Webpack/Babel), deployment and introducing React Native for Web, to facilatate sharing of UI and logic between the web and mobile app onboarding. Implemented the backend subscription system for this flow with Clojure and the Stripe API.

Improved the React Native app's CI/CD pipeline, introducing integration testing and automating the build and release process for iOS and Android with Fastlane, which increased iteration speed and improved confidence in changes.

Software Engineer, FreeAgent, Edinburgh, UK

FEBRUARY 2019 — MARCH 2020

Summary: In the UI Engineering team I worked on the frontend of a large Ruby on Rails accounting SaaS to help deliver a product experience that is performant, accessible and robust through a scalable development process.

Highlights: Rebuilt legacy UI to be responsive, accessible and provide a modern look and feel. Introduced a scalable component based architecture paired with a living styleguide to enforce consistency and document usage.

Provided guidance and tools to assist engineering teams in refactoring legacy frontend code, enabling them to write modern, maintainable, and well-tested JavaScript.

Software Engineer, Float, Edinburgh, UK

FEBRUARY 2016 — FEBRUARY 2019

Summary: Contributing to an agile, cross-functional team I worked across the whole stack on a product that helps businesses effectively manage their cashflow.

Highlights: Instrumental in rewriting the frontend of the app in React and Redux, alongside a GraphQL API, which brought about significant UX improvements and a more maintainable, well-tested codebase.

Engineered a new budgeting system that supports complex recurring budgets using Ruby on Rails and the iCal spec, and worked closely with design to build the UI. Managed the migration of millions of existing budgets to the new system.

Details

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Links

Website

Github

Skills

TypeScript

JavaScript

React

React Native

Redux

GraphQL

HTML

CSS

Clojure

Ruby

Rails

PostgreSQL

Git

Unix

Hobbies

Travel
Bouldering
Dungeons and Dragons
Music
Reading
Cooking