

Chris Green

SENIOR SOFTWARE ENGINEER

Details

(+44)7581426559

chrisgreen1993@gmail.com

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

Profile

I enjoy working in collaborative, fast-paced teams that dig deep into problems and craft robust, polished solutions that delight users.

Employment History

Senior Software Engineer, Typeform, Remote

APRIL 2022 — NOVEMBER 2022

Summary: As part of the First Experience team, I used TypeScript, React and GraphQL to improve the initial experience of the product for users, helping them find value and increasing the likelihood that they convert into paying customers.

Highlights: As technical lead I worked closely with design and product to architect and build "Branded Templates", a feature which allows users to automatically create form templates using their brand colours and logo that have been scraped from their company website.

Senior Software Engineer, HelloRelish, Remote

MARCH 2020 — APRIL 2022

Summary: As part of a small, fast paced startup I worked as a full stack engineer in React Native and Clojure to build an app to help couples improve their relationships. I provided code reviews and mentoring to other engineers, and also interviewed candidates as part of the hiring process.

Highlights: Instrumental in building the web onboarding flow, including setting up web tooling (Webpack/Babel), deployment and introducing React Native for Web, which allowed us to share the majority of UI and logic between the web and mobile app onboarding. I also implemented the backend subscription logic for this flow with Clojure and the Stripe API.

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

Software Engineer, FreeAgent, Edinburgh

FEBRUARY 2019 — MARCH 2020

Summary: As part of the UI Engineering team I worked on the front-end of a large Ruby on Rails application to help deliver a product experience that is performant, accessible and robust through a scalable development process.

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

I helped engineering teams refactor their legacy front-end code by providing guidance on how to write modern, maintainable, well tested JavaScript and introduced linting to catch common issues.

Software Engineer, Float, Edinburgh

FEBRUARY 2016 — FEBRUARY 2019

Summary: As part of an agile, cross-functional team I worked across the whole stack to deliver a well-tested, maintainable cashflow forecasting product.

Highlights: I was instrumental in rewriting the frontend of the application in React and Redux, with a GraphQL API, which brought about significant UX improvements and a more maintainable, well-tested codebase.

I 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. I also managed the migration of millions of existing budgets to the new system.

Web Developer (Part Time), Copify, Lancaster

2012 — FEBRUARY 2016