Chris Green

SENIOR SOFTWARE ENGINEER

Profile

Software engineer with 6+ years of experience at both small startups and larger companies. I specialise in frontend but am proficient across the whole stack. I enjoy working in agile, cross-functional, data-driven teams.

History

Travel, South East Asia / Australia

FEBRUARY 2023 — PRESENT

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, worked closely with design and product to streamline the onboarding process by allowing users to automatically create forms tailored to their company brand, increasing the conversion rate from free to paid plans by 5%. (More information here: https://brandfetch.com/developers/customers/typeform)

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: Led development of 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. Implemented the backend subscription system for this flow with Clojure and the Stripe API.

Improved the CI/CD pipeline for the React Native app, 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, UK

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: 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.

Helped engineering teams refactor legacy front-end code by providing guidance and tools which allowed them to write modern, maintainable, well tested JavaScript.

Software Engineer, Float, Edinburgh, UK

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: 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.

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