CHRISTOPHER WOOD

Software Engineer | San Francisco, CA

christopherhwood.com | github.com/christopherhwood | linkedin.com/in/christopherhwood

Senior software engineer with 10+ years experience. Shipped to millions of users at Meta and DayDayCook, recruited and led teams of 5 - 10 engineers and cross-functional partners, worked across the stack (iOS, web, backend, AI/ML, infra), built AI-powered products and low-level systems from scratch.

EXPERIENCE

Founder / Software Engineer | qckfx (Full-Stack/Systems)   2025 - Present
- Built deterministic record and replay testing tool for iOS apps. Architecture: Go HTTP/WebSocket proxy, Swift macOS app, XCUITest sidecar application. (Go, C, Swift, TypeScript, SwiftUI, React, Railway)

Contract Software Engineer | Harvey (iOS)   2025 - 2026
- Joined pre-beta release, built design system, fixed UI performance issues. Launched GA in February 2026. (SwiftUI, Swift)

Contract Software Engineer | Random Labs (TUI/Full-Stack)   2025
- Designed and shipped TUI for the Slate coding agent. (TypeScript, React, Ink, Node.js)

Co-Founder / Software Engineer | Maple (Full-Stack/Web)   2024 - 2025
- Created and launched automated accounting workflow for building materials distributors. Used vision-language models (Gemini, Sonnet) to extract user-specified data from PDFs and export as structured CSV. Developed prompt optimization system to automate performance improvement on invoices from the same supplier. (React, LLMs, Node.js, Azure, MySQL)

Independent Software Engineer / Researcher | Various   2024
- Developed and open-sourced autonomous coding agent framework with sub-agent support, custom tooling, and local or remote (E2B) tool execution. github.com/qckfx/agent-sdk (TypeScript, Node.js)
- Independent research on ARC-AGI benchmark exploring diffusion models for abstract visual reasoning. Retrospective: christopherhwood.com/projects/arc-agi (Python, PyTorch)

Founder / Software Engineer | Earlyworm (iOS/Full-Stack/DevOps/Infra)   2022 - 2023
- Architected content ingestion pipeline including embedding, RAG, fine-tuned classification, clustering, and NER.
- Designed recommendation engine using content-based embedding similarities and collaborative filtering.
- Recruited and led team of 3 college interns over Summer 2023. (TypeScript, Node.js, Python, PyTorch, Swift, UIKit, LLMs, BERT, Kubernetes, Azure, LaunchDarkly, Redis, Milvus)

Software Engineer | Meta (Systems/iOS/Full-Stack)   2018 - 2024
- (Newsfeed Ads / Full-Stack) Led team of 10 engineers and cross-functional partners on a highly ambiguous project to position ads at top of Facebook Newsfeed. Defined the technical approach, shipped phase 1 a year ahead of schedule with 30 fewer headcount, realizing $xxxM incremental revenue.
- (XROS / Systems) Recruited and led team of 5 senior engineers building from scratch UI framework and app model for in-house microkernel operating system designed to securely and efficiently run AR/VR applications. (C/C++, Swift, Android, TypeScript, React, RocksDB, Cap'n Proto)
- (Ray-Ban Meta / Systems/Mobile) Fixed issue with dropped logs across glasses, mobile app, and backend. Kick-started development on LLM-generated unit testing tool. (Android, C++, Swift, Python)

iOS Team Lead | DayDayCook (iOS)   2015 - 2018
- Recruited and led team of 3 iOS engineers building apps for iPhone, iPad, watchOS, tvOS, and iMessage that received Top 10 App recognition from Hong Kong App Store in 2016 and was featured in WWDC video 2017. (UIKit, Objective-C, JavaScript)
- Shipped ecommerce store with logistics tracking, point-of-sale iPad app for retail stores, custom video player, livestreaming with real-time comments, and payment integrations (Alipay, WeChat Pay, Apple IAP).
- Developed modular collection view architecture for dynamic content layouts, enabling rapid design iteration without engineering churn. Optimized image-heavy comment feeds for low-memory devices, resolving crashes and scroll performance issues.
- First engineer hired. Company grew from 12 to 175 employees, raised $30M, and IPO'd on NYSEAM (ticker DDC).

TECHNICAL SKILLS

Languages: Swift, Python, TypeScript/JavaScript, C++, Go, Objective-C, Hack
iOS/Mobile: UIKit, SwiftUI, StoreKit, XCUITest, Core Data, App Store Connect, Xcode Instruments
Infrastructure: Node.js, PostgreSQL, React, Docker, Kubernetes, FastAPI, Azure, Railway, REST APIs
AI/ML: LLM agent systems, embeddings, RAG, vector databases, NER, clustering, PyTorch, VLMs

EDUCATION

University of Virginia - B.A. in Economics and Chinese (Double Major), 2013
Hopkins-Nanjing Center - Graduate Certificate in International Relations, 2014