



London



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github.com/clw8



codepen.io/clw8

FRONT-END KNOWLEDGE

Web technologies and frameworks

- React
- React Native
- Vue 3
- WebGL and Three.js
- GSAP
- HTML5
- CSS/SASS

Front-end knowledge and tools:

- SEO with Google Tag Manager and Google Analytics
- Site performance optimisation with Lighthouse and Chrome DevTools
- Interactive UX with three.js and GSAP
- Figma intermediate-level knowledge
- Third party solutions- Prismic CMS, Craft CMS, Shopify and Wordpress

ALSO KNOWLEDGEABLE IN

Backend technologies

- PHP and Laravel
- NodeJS
- SQL (intermediate-level)
- GraphQL (lower intermediate level)
- MongoDB

Deployment tools

- AWS EC2, S3 and CloudFront
- Docker and Docker Compose
- Heroku

Testing

- Jest
- react-testing-library
- Cypress

CHRISTOPHER LINSHEN WALSH

FRONT-END DEVELOPER

PROFILE

An inspired and motivated front-end developer, with some additional knowledge of backend and deployment technologies. Enjoys approaching programming in a holistic manner, integrating best coding practices, while also not forgetting about business model and creating a product which users enjoy and want to spend time using. He favours both the creative and the problem-solving aspect of coding, and is currently looking to collaborate and learn from other people and see what he can offer.

EDUCATION

Sep 2007 –Jul 2010

University of Warwick
Warwick, UK

BSc BUSINESS MANAGEMENT

Grade: Honours, Upper Second (2:1)

PROJECTS

OKAY BUENO PROJECT HIGHLIGHTS

Jan 2019 –Sept 2021

Red Bull Sound Supply

Music Licensing Platform

- Developed backend feature to automatically approve claimed Youtube videos using the Youtube Content API.
- Developed and created the front-end architecture for the invite-only Artists app (using React) from scratch.
- Overhauled the cosmetics of the main app for the re-design, and developed the interactive hero area for the home page.

Sept 2019 –Sept 2021

NEOH

Snacks Retailer

- Launched and led the project for a CMS-based e-commerce website, with an emphasis on UI/UX, client usability and SEO.
- Tackled development challenges of Shopify limitations such as the lack of custom variant information.
- Managed the project to meet deadlines and budget and communicated often with client to provide a flexible and smooth solution that they were also familiar with.

June 2020 –Sept 2021

Classninjas

Math Learning Platform

- Developed the gamification parts of the mobile app, and was lead developer for the CMS-based e-commerce website.
- Newly developed features helped the company retain customers and receive positive reviews on the app store.

Oct 2018 – Sept 2021

hilshare.that

Influencer Marketing Platform

- Developed the first versions of the influencer, admin and partner RESTful web apps, all of which are now in frequent use by their employees and customers.
- Developed the graph- and data-heavy React Native mobile app while in close communication with the UI/UX designer.

FREELANCE CLIENT PROJECTS

Apr 2018

Sarah Houben
Portfolio website

sarahhouben.com (experiment using self-made front-end framework (github.com/clw8/SPA-ONE)

Feb 2018

Rika Hemmi
Designer store and brand page

rikahemmi.jp (vanilla Javascript)

soseisoudou.jp (using BASE, a Japanese Shopify alternative)



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DEVELOPMENT-RELATED SOFTWARE EXPERIENCE

Team-driven software

- Trello
- Notion
- Slack
- Discord

Programming-driven software

- Git
- Github Desktop and Sourcetree
- PHP Storm and VS Code
- Codepen
- Browserstack

LANGUAGES

English (native)

Japanese (advanced)

KEY SKILLS

Problem solving

Eye for detail

Responsible

Effective communicator

COMPUTER RELATED (NON-PROGRAMMING)

Excel modelling

- Array formula
- Vlookups
- Large data sets

Adobe

- Photoshop

Affinity

- Publisher

DAW Software

- Ableton and Cubase

CHRISTOPHER LINSHEN WALSH

FRONT-END DEVELOPER

EXPERIENCE

Oct 2018 –Sept 2021

Front-End Developer

Berlin, Germany

OKAY BUENO GMBH | okaybueno.com

3 years of experience working as part of a small team of five people. The size of the team meant that I took the role of front-end lead developer for most projects, and I was often fully responsible for the final state of the app or feature, which was made possible due to a supportive and well-functioning team.

Development

- Developed a wide range of apps and features using technologies according to the needs of the situation (React/ Vue, React Native, and sometimes vanilla Javascript too).
- Experienced with debugging a wide range of issues on desktop, mobile and native.

Project Management

- Meeting deadlines and communicating issues as part of the weekly sprint using the Agile methodology.
- Often handled client communication directly.

Design

- Feasibility checks for complex designs and creative UX ideas using three.js and GSAP.
- Communicated closely with the design team to ensure the best UI/UX experience.

Remote teamwork

- Researched and recommended team-communication software to improve the remote working experience (and efficiency) for the whole team.

Sep 2017 –Dec 2017

Research Assistant

National Archives

London, UK

JAPAN ASSOCIATION FOR RECOVERY AND REPATRIATION OF WAR CASUALTIES | jarwc.jp

Research

- Worked as part of a small bilingual team, investigating WWII war diaries and reports in search of mentions of Japanese war casualties.

Jun 2015 –Sept 2017

Japanese to English Translator

London, UK

Tokyo, Japan

POLE TO WIN | ptw-i.com

Translation & localisation

- Worked with source code to translate and localise game content from Japanese to English.

ARIGATOU INTERNATIONAL | arigatouinternational.org

Translation

- Drafting, translation and proofreading of emails, documents and articles from Japanese to English.

Administrative duties

- Prepared meeting reports, assisting with financial reconciliation, and provided telephone support.

London, 24.03.2022

Chris Walsh