



London



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clw8.dev



github.com/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 (working knowledge)
- Third party solutions- Prismic CMS, Craft CMS, Shopify and Wordpress
- Cross-browser and responsive web design with device testing

## ALSO KNOWLEDGEABLE IN

### Backend technologies

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

### Deployment and dev tools

- Git
- Webpack
- AWS EC2, S3 and CloudFront
- Docker and Docker Compose

### Testing (intermediate level)

- Jest
- react-testing-library
- Cypress

# CHRISTOPHER LINSHEN WALSH

FRONT-END DEVELOPER

## PROFILE

A creative 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 creating a product which users enjoy, brings value and utility, 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 back-end 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 page-transition library github.com/clw8/SPA-ONE)

Feb 2018

**Rika Hemmi**  
Designer store and brand page

rikahemmi.jp (vanilla Javascript)

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



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## TEAM-DRIVEN SOFTWARE EXPERIENCE

### Team-driven software

- Trello
- Notion
- Slack
- Discord
- Google Meet/ Microsoft Teams

## 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

- Used the the Agile methodology and communicated issues during the weekly sprint
- 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 | jarrwc.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*