

London



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chris.w894j@gmail.com



clw8.dev



github.com/clw8



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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 is and GSAP
- Figma (working knowledge)
- Third party solutions Prismic CMS, **Craft CMS, Shopify and Wordpress**
- Cross-browser and responsive web design with device testing

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**

Sept 2019 -Sept 2021

NFOH

Snacks Retailer

• 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.

• 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

Classninias

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

hi!share.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)

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



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Team-driven software

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

English (native) Japanese (advanced)

Problem solving Eye for detail Responsible Effective communicator

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 frontend 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

•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.

