# **Chris Vandenberg**

Full-stack web developer passionate about writing innovative, scalable, and idiomatic code. Proficient in working independently, strategically collaborating, and leading teams to deliver quality software solutions.

#### LINKS

chris@altruisticsoftware.com chris.vercel.app altruisticsoftware.com github.com/altruisticsoftware linkedin.com/in/altruisticsoftware

### EXPERIENCE

### Interos.ai – Software Engineer

JUN 2021 - PRESENT

Lead a team responsible for creating and maintaining business-critical internal tooling, as well as building upon our flagship product. Provide estimates, weekly status reports, readouts, and future recommendations to the CTO.

## Public Strategies – Lead Frontend Developer

DEC 2019 - JUN 2021

Led a team of developers across several different projects simultaneously, participated in projects where needed, represented the viability of new product requirements in executive meetings, and held responsibility for all decisions / outcomes related to frontend architecture, deployments, testing, and code integrity.

## Altruistic Software, LLC – Owner, Freelance Developer

#### OCT 2017 - PRESENT

Contractually coalesce with businesses to determine quantifiable goals followed by the implementation of beautiful and functional software. Some notable clients include:

- ThinkEmpire (NYC PropTech)
- Airbit (Music marketplace / streaming)
- Resovere (Agency)
- AllSocial (Social media platform)

## Farmbot – Lead Frontend Developer

## OCT 2016 - OCT 2017

Led development of the frontend architecture, supervised open source contributions to relevant repositories, and represented the company at NASA for their purchase and usage of our products. SKILLS

HTML • Semantics • A11y							
CSS • Tailwind • Styled							
Javascript • Typescript • ES6+							
React • React Native • Nextjs							
SWR $\cdot$ GraphQL $\cdot$ Redux $\cdot$ Mobx							
Jest • Cypress • Storybook							
Node • Rails • Postgres							
Git • Github • Gitlab							
CI / CD • AWS • GCP							
CI/ CD · AWS · GCF							