

CHRISTIAN WALSH

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Education

California State University, Northridge

Bachelor of Science in Computer Science

Graduated – 2024

Experience

Drumify

Full Stack Software Engineer — Contractor

May 2025 – Present

Los Angeles, CA – Remote

- Developed secure TypeScript cart and checkout in Next.js/React, boosting sales 15% and new payment method adoption by 50%
- Engineered a scalable Node.js REST API-based boolean-logic discount rule engine with deep seller customization and product recommendation system, raised average order value 15%, later migrated to type-safe tRPC API
- Spearheaded development of a new creator dashboard in React, shipping reusable, accessible components and clean HTML/CSS
- Improved Core Web Vitals by optimizing media, minimizing re-renders, and offloading non-critical tasks to client-side AJAX
- Reduced site-wide *p95* page load time from 2.5s to 200ms via caching, SQL indexing, and React Server Component streaming
- Wrote Jest unit tests and integrated into CI/CD for critical components, reducing regressions and lowering support tickets

HYP

Full Stack Software Engineer — Contractor

Sept 2022 – Jan 2024

New York, NY – Remote

- Maintained and built new features on Node.js + Docker backend with AWS Lambda microservices and React/Next.js frontend
- Implemented interactive features in React (including dynamic auction timer, visual effects), increasing average bid volume by 40%
- Eliminated GraphQL N+1 problem by introducing DataLoader pattern, reducing average resolver latency by 25%
- Led rollout of feature flags and A/B testing for releases, increasing sign-up conversions and reducing new-feature error rates
- Oversaw blue-green deployments for production; monitored progress, fixed stuck deployments, and handled rollbacks
- Communicated architectural trade-offs and rationale during Agile sprint planning, regression testing, and code reviews

Freelance

Full Stack Software Developer

Dec 2019 – Sept 2022, Jan 2024 – May 2025

Los Angeles, CA – Remote

- Leveraged Next.js, React, AWS, PostgreSQL, Fastify, Express.js, Python, and S3 to develop full-stack SaaS web apps, automations, internal tools, e-commerce storefronts, and more for 35+ clients across multiple industries
- Engineered B2B platform on a tight 5-week deadline that handled over \$1M in transactions within first month of release
- Established scalable architecture, with one site handling over 40,000 requests per minute at peak with no downtime or lost data
- Refactored frontend codebases for responsiveness, accessibility compliance (WCAG 2.1), and improved developer experience
- Implemented i18n (internationalization) across 4 languages and used AWS Translate to localize dynamic user-generated content
- Collaborated directly with clients to scope, iterate, and ship in Agile sprints, ensuring alignment and on-time delivery

Volunteering

SkySkopes

Volunteer Software Developer

Dec 2021 – June 2022

Camarillo, CA – Remote

- Created Next.js based web app to plan missions, manage assets, create schedules, and more that optimized maintenance operations and prevented issues before they occurred in the field
- Built a serverless Node.js Lambda service to process drone flight logs using AWS SQS queues, converting gigabytes worth of data daily into Protobufs for efficient archival storage in AWS S3 Glacier
- Added JavaScript QR scanner that triggered inventory business logic pipelines, reducing check-out time by 80%
- Integrated Airbus UTM to automate drone flight authorization requests based on mission plans, schedules and equipment

Skills

Languages: TypeScript/JavaScript, Python, HTML/CSS, SQL

Frameworks, Libraries: Next.js, React, Node.js, NestJS, Fastify, Express.js, Tailwind CSS, Flask, Jest

Databases, Cloud: PostgreSQL, MySQL, Redis, AWS (EC2, RDS, S3, SQS, CloudWatch, Lambda), Docker

Other: Git, Jira, Figma, GraphQL, REST API, Agile/Scrum

Projects

Open Source Contributions | *Next.js, React*

- Made 8 contributions (new features, bug fixes) to Umami, self-hosted web analytics built with Next.js and React ([Source Code](#))
- Developed a web frontend and REST API to manage Docker containers through Dokku on self-hosted servers ([Source Code](#))

Prosthetic Arm Virtual Reality Trainer (Demo) | *Unreal Engine 5, C++, Python*

Aug 2023 – May 2024

- Capstone project, collaborated in the development of a VR training environment for trans-radial amputees using the “Infinity Arm” below-the-elbow prosthetic and embedded shoe insole controller, leveraging C++, Python, and Unreal Engine 5
- Led development of hardware-to-game input pipeline, statistics recording, and configuration. Worked closely with the mechanical engineering team to integrate stakeholder requirements in first-ever cross-department student collaboration