Chris Greer

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Profile

Reliable and experienced developer with a track record of building effective, user-focused solutions. Skilled in applying core computer science principles, designing intuitive user interfaces, and delivering scalable, maintainable backend systems. Positive and open-minded approach to collaboration, with a commitment to continuous learning and supporting organisations to achieve their goals.

Education

University of Nottingham   **Graduated July 2025**
BSc Computer Science - First Class Honours
(Final average: 75.2%)

○ Applied agile methodologies, version control, and collaborative development practices.

○ Built a strong foundation in software design, clean code, scalability, and maintainability.

○ Gained a solid understanding of algorithms, design patterns, and data structures, with a focus on computational efficiency and a range of programming paradigms.

○ Built mobile applications using Java for Android, applying event-driven logic and UI/UX considerations.

○ Explored core concepts including multithreading, scheduling, memory management, and concurrency.

○ Designed autonomous agents and studied techniques in search, planning, symbolic reasoning, and machine learning.

○ Learned encryption fundamentals, including hashing, symmetric/asymmetric cryptography, and access control.

○ Created interactive data visualisations using front-end technologies and developed 3D simulations with graphics pipelines and OpenGL.

A Levels: Mathematics (A*), Physics (A), Chemistry (A)

Personal Projects

Recipe API: Recipe management system using Java + Spring Boot and PostgreSQL, deployed on fly.io using Docker. Integrates with a custom-built Gumloop workflow for recipe parsing and unit conversion. Uses a lightweight HTML/JavaScript frontend for viewing and adding recipes.

Booking API: Call booking system using Java + Spring Boot and PostgreSQL for backend. Deployed on fly.io using Docker for containerisation and integrated with my personal website via the FullCalendar library. Focused on clean architecture, RESTful API design, authentication, and error handling.

My Website: Simple portfolio site using HTML, CSS, and JavaScript to showcase projects and provide an interactive call-booking feature via the FullCalendar library (see above).

C++ Game: Designed and built a fully animated game in C++ using object-oriented design and event-driven logic. Demonstrated real-time rendering, user input handling, and modular design.

More: See these, and other projects, on my GitHub: [@chrisGreer92](#)

Employment

Software Developer (Full Stack)   **July 2018 – March 2025**
HRS Software Ltd (London/Remote)   (*Part-time from Sept 2022*)

- Collaborating with other developers in defining, planning, and building new features such as an HTML email builder, CV parsing using AI, and automated email importing.

- Communicating directly and effectively with clients to provide customisation work specific to their needs. Recent examples of my work include integrated document signing, creating custom reports, and building compliance workflows.

- Working with APIs including Mailgun, Mailchimp, Broadbean, Daxtra, Gumloop and Signrequest to add extra functionality to our products.

- Migrating relational data accurately between various sources and our products. In a recent project I successfully matched hundreds of fields, pulling in over six million records. This required working closely with the client to ensure the data was correctly mapped and any potential delays avoided.

- Designed the UI for new features with attention to UX and visual consistency across the platform.

- Applying agile methodologies and participating in sprint planning, stand-ups, pair programming, and code reviews to maintain high code quality and ensure effective collaboration.

- Debugging issues, implementing fixes, and providing 1st/2nd line support (Zendesk/JIRA).

- Developing using Filemaker, SQL, PHP, JavaScript, XML, JSON, Java, and HTML/CSS.

Application Specialist   **Oct 2017 – July 2018**
Commerz Systems GmbH (Prague, Czechia)

- Managed Unix servers, performed planned and emergency changes.

- Gained proficiency with Unix, SQL, and FIX Protocol messages.

- Communicated effectively under pressure with traders in Frankfurt.

Application Support/Junior Developer   **May 2015 – Oct 2017**
Recruitment Force Ltd (London)

- Collaborated with other developers in defining, planning, and building new features.

- Communicated directly and effectively with clients to provide customisation work specific to their needs.

- Debugged issues, implemented fixes, and provided 1st/2nd line support (Zendesk/JIRA).

- Provided training and guidance to clients.

Business Administration   **Oct 2012 – May 2015**
Nationwide Utilities Ltd (London)

- Developed and improved our standard operating procedures, notably by implementing a request template and introducing a client priority system, based on energy consumption.

- Worked closely with the IT team to continuously improve internal tools, for example adding extra features into the comparison software to account for new taxes on energy.

- Account Manager for contracts including Brighthouse, Wahaca and Farnborough airport.

- Managed and trained other support staff.

Technical Skills

Languages: Java, C++, C, Python, SQL, PHP, JavaScript, Typescript, HTML, CSS, JSON, XML.

Technologies: Springboot, Git, Docker, Linux, MySQL, AWS, React, Gumloop, OR Tools, Z3.

Other: OOP, clean architecture, design patterns, data structures and algorithms, concurrency, test-driven development, UI/UX considerations, version control, software architecture principles, agile methodologies (Scrum/Kanban).

University Contributions

Mentor: Guided and supported other students as part of the UoN Mature Student Mentor scheme.

Git Lead: Ensured good Git practices and reviewed code changes in a successful 8-person group project developing a React Native mobile app with AI integration, which transformed videos into 3D models.

Vice Chair: Led meetings, provided feedback, and ensured the team met strict deadlines in a successful 8-person ethics group project involving a debate on social media and a group report on automation.

Hobbies

Gym, yoga, cycling, and squash.

Playing drums.

Traveling and interacting with different cultures (currently Learning Spanish).

Board games and miniature painting.

References

Available on request.