

# Chris Odicho

## Senior Software Engineer

[chris@odicho.dev](mailto:chris@odicho.dev) • Melbourne, Australia

### EXPERIENCE

2024

#### Head of Mobile

Aug 2022 - Mar 2024

GoodHuman (full-time permanent)

Worked full-time with an Australian start-up building a platform for NDIS providers.

- Automated publishing for the business facing mobile app
- Implemented automated testing to improve coverage from 0% to ~15% in the existing app
- Architected the greenfield customer facing mobile app
- Maintained 100% test coverage in the greenfield app
- Conducted code reviews and mentored other mobile engineers to maintain best practices and deliver quality code
- Communicated progress updates regularly to the rest of the company

2022

#### Mobile Team Lead

Nov 2021 - Aug 2022

Delegate Connect (full-time permanent)

Worked full-time with an Australian startup building a white label mobile application as a companion to the company's end-to-end event management platform.

- Architected and developed an events app using React Native
- Developed a white labelling pipeline to publish branded versions of the app for enterprise clients
- Implemented best practices for clean code with 100% test coverage
- Conducted code reviews and pair programming with developers across all dev teams
- Worked continuously with product and leadership teams to scope and plan mobile features that align with business goals
- Communicated progress updates regularly to all departments



[chris.odicho.dev](https://chris.odicho.dev)



[github/chrisodicho](https://github.com/chrisodicho)



[linkedin/chrisodicho](https://linkedin.com/in/chrisodicho)

### About Me

I am a full stack developer with a passion for technology and delivering *enjoyable user experiences* through software.

When I am not writing code, I can be found either BBQ'ing or trying to implement *yet another* home automation idea 🤖

### Tech Skills

- Typescript / ES6
- HTML5 / CSS3
- React / NextJS / SWR
- Node and CLI apps
- SSR / Hybrid web apps
- iOS and Android apps (React Native)
- Relational databases (Postgres, MySQL)
- NoSQL databases (Firebase, MongoDB)
- RESTful API's / GraphQL
- Unit and E2E testing (Jest, Cypress, Puppeteer, Playwright)
- A11y and i18n
- CI / CD pipelines and tooling
- Release management (Android Beta, iOS TestFlight, branch builds, feature flags)

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### EXPERIENCE

#### Lead Frontend Developer

Aug 2018 - Oct 2021

Workplace Arcade (full-time permanent)

Continued working with Arcade as the team grew and transitioned into Frontend Lead.

- Met with product owners to scope features and determine priorities
- Delegated tasks and paired with developers to build features
- Migrated Cordova app to React Native using custom WebView
- Optimised CI to reduce build times from >30 mins to <10 mins
- Conducted technical interviews for mid - senior frontend devs
- Repo tooling for publishing and sharing code between projects

2018

#### Frontend Developer

Aug 2016 - Aug 2018

Workplace Arcade (full-time permanent)

Worked full-time with an Australian startup building a gamification app focused around employee rewards, recognition, and culture. Working directly with the CTO and a senior backend developer, I was responsible for planning, designing, building, testing, and maintaining frontend features for web and mobile users.

- Inherited Angular / Cordova app with duplicate feature code
- Migrated shared feature code to private NPM packages
- Implemented a web chat app with Angular and Socket.IO

### EDUCATION

#### Bachelor of IT (Network Security)

2014 - 2015

Melbourne Polytechnic

### PERSONAL PROJECTS

#### **propertypoints.app**

Online service for finding more info about Australian real estate.

#### **chrisodicho/smart-swatch** [Open Source](#)

A node CLI tool for generating a palette of colours given a single colour.

#### **chrisodicho/article-archiver** [Open Source](#)

Node CLI tool for converting article websites into readable markdown.