

Christopher Krycho

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Currently a senior software engineer focused on web UI, typography, functional programming, and ethics—with experience ranging from avionics software through computational physics models to modern front-end web development. *Seeking* a lead individual contributor role where my passion for building the *right things* in the *right way* can help a team deliver a truly outstanding product.

Education

Southeastern Baptist Theological Seminary

Master of Divinity in Christian Ministry, with honors

January 2013 – May 2017

The University of Oklahoma

Bachelor of Science in Physics, *magna cum laude*

August 2005 – May 2009

My Work

Olo (current)

From individual contributor to a project lead with organization-wide influence.

Senior Software Engineer

May 2017 – present

- Led responsive redesign of web ordering experience to reduce maintenance burden, improve UX, and decrease cost of launching new features
 - designed a new technical strategy for white-labeling, enabling the business to scale to support more brands by way of better tooling
 - contributed to the design and led the implementation of the responsive UI
- Introduced RFCs to the engineering organization for architecture decisions
- Completed app conversion to fully-checked TypeScript
- Shaped organization-wide front-end engineering practices and tooling choices
- Spearheaded community OSS efforts to improve TypeScript and Ember integration
- Helped launch a shared component library for future UI projects

Software Engineer

January 2016 – May 2017

- Led adoption of test-driven design approach in greenfield Ember.js project
- Collaborated to achieve AA WCAG accessibility
- Began integrating TypeScript into our flagship consumer-facing application

Earlier

HolyBible.com

August 2014 – April 2017

A formative experience: a technical success but a product design failure.

Developed a beautiful interface for reading the King James Version of the Bible, with AngularJS, Express and Node.js, PostgreSQL, and Python for transforming XML.

Quest Consultants

May 2012 – January 2016

Collaborating across disciplines effectively and transitioning to remote work.

- Successfully reimplemented a computational physics model from original paper
- Improved performance and fixed bugs in existing computational physics models and legacy Win32 UI, with a mix of Fortran 77, C, C++, and Python
- Implemented and educated team on use of version control (Mercurial) and bug-tracking software (JIRA)

Northrop Grumman

July 2009 – May 2012

Learning the basics of software engineering.

Developed avionics software in C, targeting a real-time operating system.

Projects

Open Source

- [TypeScript in Ember](#): first-class support for using TypeScript in Ember.js libraries and applications
- [True Myth](#): a TypeScript library for Maybe and Result types with zero-cost abstractions

Podcasts

- [New Rustacean](#) (September 2015 – present): a teaching and interview podcast about Rust
- [Winning Slowly](#) (January 2014 – present): a podcast about the long view on technology, religion, ethics, and art, cohosted with Stephen Carradini

Talks

- Rust and WebAssembly (May 2018 at Denver/Boulder Rust Meetup)
- [TypeScript and Ember.js – Why and How?](#) (April 2018 at Ember ATX Meetup)
- TypeScript up Your Ember App (March 2018 at EmberConf)
- [Becoming a Contributor](#) (October 2017 at Rust Belt Rust)
- [Tolle Lege! Designing Readable Bibles with Digital Typography](#) (May 2015 at BibleTech 2015)