Chris Danford

software engineer / platform lead

chrisdanford.com github.com/chrisdanford

I build the platforms other engineers work in.

Web frameworks, build and deploy systems, client logging, performance.

YEARS	ORG / ROLE	WORK
2020–2026	**ChartPT** Founder	Medical documentation software for physical therapy clinics.
2012–2021	**Pinterest** Lead Engineer, web and iOS platforms	Lead developer of the web UI frameworks, build, deploy and test systems used by more than 100 engineers. Then tech lead of client logging on the iOS platform team, and the rollout of the 2016 app rewrite.
2010–2012	**Amazon** SDE, Customer Service Applications	Cut page latency by 50% for 14,000 agents. Retired 60 hosts and two Oracle databases.
2005–2010	**Roxor Games** Lead Software Developer	In The Groove and Pump It Up Pro. Ten shipped titles across arcade, PC, Mac and PlayStation 2.
2003–2005	**Microsoft** SDE, Windows Deployment	UI framework behind Windows Setup. Took 30 seconds off every Windows XP Service Pack upgrade.
2001–2010	**StepMania** Founder, lead developer	Open-source rhythm game. More than 40 contributors and five million downloads.

OPEN SOURCE

stepmania	Founder and lead developer, 2001–2010.
pinfuture	Primary author. Type-safe asynchronous primitives for iOS.
texture	Contributor, with PINRemoteImage, PINCache and Plank.
grunt, gulp	Plugins for both. Contributor to Grunt.

TALKS AND PRESS

2014	“Unified client and server-side rendering,” HTML5 Dev Conf
2015	“Gotchas of Web Components,” HTML5 Dev Conf
2015	Web performance panel, Velocity New York
2016	Wired on the Pinterest iOS app rewrite

EDUCATION

2003	B.S. Computer Science, University of Washington