Paul M. Christian

Senior Full-Stack Engineer

Minneapolis, MN | paulmchristian@gmail.com

paulmchristian.com

PORTFOLIO

Contract or full-time | Remote or Twin Cities hybrid

PROFILE

Hands-on engineer with approximately 20 years of experience across web applications, backend services, and interactive systems. Deep React experience alongside TypeScript, Node.js, APIs, and real-time interfaces. Looking for development work building useful features, integrating systems, and improving existing software.

TECHNICAL SKILLS

Web: JavaScript, TypeScript, React, Redux, HTML/CSS, React Native WebView integration

Services: Node.js, Express, REST, GraphQL, MongoDB, PostgreSQL, JWT/OAuth, WebSockets/Socket.IO

Delivery: AWS, Docker, CI/CD, Jest, React Testing Library
Also: C#/Unity, Java, Scala, Clojure, real-time audio, hardware integration

EXPERIENCE

Wooorld | February 2022 - Present

CTO since May 2024; previously VR Software Engineer

- Maintain and extend backend services, APIs, admin tools, and embedded React UI across a Node.js/Express/MongoDB and Unity application.
- Built the React/Redux UI and bidirectional React-Unity message interface; implemented admin roles, permissions, credits, and spending records.
- Built an AI-generated VR tour pipeline spanning structured output, location validation, backend APIs, React UI, and synthesized narration.

World Singles Networks | Frontend Lead | October 2015 - January 2022

- Maintained and extended one configurable React/Redux application supporting approximately 40 branded sites; served as a hands-on technical lead.
- Designed client-side real-time messaging, internationalization, and a React Native WebView wrapper; improved loading, reconnect, and recovery behavior.

Earlier: React frontend development at Scayne and Panasonic; Scala REST services, streaming document exports, and React modernization at Wingspan; cross-platform Unity VR development at Realvision.

SELECTED BUILDS

- **Theremin:** Independently developed, published, and maintained a commercial Meta Quest instrument using Unity, hand tracking, and FAUST audio synthesis.
- **Human Powered Airship:** Built a bicycle-driven VR installation integrating custom sensors, Raspberry Pi/Node.js, OSC/UDP, and Unity.