Christopher Plumb

- in www.linkedin.com/in/chris-plumb

Software Engineer and Manager

Experience

Cogstate Limited

Nov 2014 to Aug 2024

Senior Software Engineer New Haven, CT

At Cogstate I helped build systems for configuring and administering cognitive tests for clinical trials and healthcare. After being promoted to a Senior Software Engineer I built and managed a US based development team responsible for Cogstate's internal and external software products.

- Develop clean code, reusable components, and unit tests.
- Develop feature functionality within the platform framework for product specific requirements, while still maintaining reuse and leveraging design patterns.
- Review other developer's code.
- Understand and evaluate user stories, workflows and wireframes.
- Identify functionality contained within our platform library as well as contribute to its capabilities.
- Collaborate with product managers, expand upon desired functionality and provide technical approaches that accomplish the product needs.
- Works with project management to orchestrate current work and planning of future work.
- Manages and organizes team members.

Westbrook Technologies

Nov 2010 to Nov 2014

Software Engineer Branford, CT

- Coding and implementing new features in cooperation with other members of the product design team.
- Diagnosing and repairing bugs reported by QA or customers in an efficient and time effective manner.
- Developing Web-based applications for a large user base.
- Maintained and upgraded a front end based on ExtJS and back-end services based on .NET WCF services.
- Approaching practical problems in innovative ways and bringing new ideas to the product design team.
- Developed Westbrook's Mobile solution utilizing SenchaTouch JS framework.
- Designed and implemented new features for a corporate document management system.

Education

Southern Connecticut State University

Bachelor of Science, Computer Science