Christopher Dolphin

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UI development lead and VFX artist with advanced experience working with large-scale Javascript app architecture. Specialized in animation and user experience.

Professional:

CodeMentor

Mentor, Freelancer   Nov '17 - Present

- Guide beginners through the Game loop, introducing game design concepts and performance optimizations.
- Build prototypes using **React Native** and **Matter.js**. Debug **Three.js** effects, CSS Animation quirks, and React component sprawl.
- Help mentees without technical backgrounds understand the reality of their goals and create a learning path with the least resistance.
- For specifics: **www.codementor.io/likethemammal**

Peerfit Inc.

Technical Director, Fullstack Developer   Nov '16 - May '17

- Understood the evolution of the product and orchestrated the re-architecture of the entire platform, both backend and front-end codebases, needed to scale the product nationwide.
- Diagramed and communicated to the team how the re-architecture would take place, with a **React**, **Redux**, and **Webpack** frontend, and a REST API, Docker, and Kubernetes backend.

Product Team Lead, Fullstack Developer   Mar '15 - Nov '16

- Led the development and maintenance of the product by remotely coordinating a team of developers, designers, and QA.
- Worked directly with the Lead Designer, focusing on crafting a practical user experience. Considering options outside traditional design patterns
- Reviewed all pull requests to the codebase and created DevOPs solutions for testing **Git** branches before deployment.
- Onboarded every member of the product team, walking them through diagrams and codebase architecture individually.

Fullstack Developer   Nov '14 - Mar `15

- Migrated the codebase from PHP templates to a Javascript web app using React and **Flux** to manage state, and a **Node.js** build process using **AMD**.

Plex Media Player

Javascript Developer   June '14 - Oct '14

- Maintained a **Backbone** and **Marionette** media player app with other remote developers.
- Debugged specific complications with browsers on iOS and Android.

Grooveshark

Front-End Engineer   April '13 - May '14

- Fixed bugs across 3 different platforms with 15 other front-end developers using **Git** version control and **Github** to maintain productivity.
- Managed a PHP payments system handling thousands of regular subscribers and hundreds of new subscribers each month, with **Stripe**, **Paypal**, and promo code integrations.
- Built a media player prototype for the **Chromecast** platform while working within the limits of the technology.

Web Development Intern   Feb '13 - April '13

- Worked with VP of Business Development to handle communications and integration of 3rd party services.
- Implemented fullscreen mode and added support for the Leap Motion Controller.

Skills and Specialties:

Native

Progressive Web Apps	**Chrome Extensions**
React Native (Android / iOS)	**Electron**
Chromecast	**Chrome Dev Tools**

Javascript

React	**Phaser**
Redux	**A-Frame**
Webpack	**ES6**
Three.js	jQuery

HTML / CSS

Less / Sass	**Github Pages**
Service Worker	**Gamepad API**
WebGL	**Web Audio API**
Liquid templates	Websockets

Backend

Node.js	**SoundCloud API**
Google Analytics	**Github bots**
Realm	**Slack bots**
Webhooks	Stripe

Software

Gimp	**Kdenlive**
Blender	Photoshop

Personal:

Projects

I'm almost always working on projects, found on Github: **github.com/likethemammal**

Hobbies

Longboarding	**Gaming**
Personal Projects	**Nature**

Community:

Founder and host of the Eugene Overwatch League Meetup.	Apr '18 - Present
Community Redevelopment Agency (CRA) Board member.	Mar '16 - Sept '17
Created "Connected GNV", a local internet quality initiative.	Oct '16 - Mar '17

Education:

A. A., University of Florida, Gainesville, FL, 2012

References available upon request.