

Christopher Dolphin

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Web development lead with advanced experience working with large-scale Javascript apps and a variety of backend architectures. Specialized in rendering and DOM performance.

Professional:

Peerfit (*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.
- Addressed niche usability, performance, and architecture issues like Server-side Templating, Routing, Browser History manipulation, and architecture refactoring.

Peerfit (*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.
- Kept an eye on the unconscious shifts in the team's mentality, checking for frustrations, miscommunications, bottlenecks, and tipping points.

Peerfit (*Fullstack Developer*)

Nov '14 - Mar '15

- Created a **RPC** architecture for the front-end to consistently make AJAX calls and get preloaded page data.
- 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 several other remote developers, using **Grunt** throughout the workflow.
- Remotely 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.

Grooveshark (*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:

Platforms

Web Apps

React Native
(Android/iOS)

Progressive Web Apps

Chrome Dev Tools

Chromecast
SDK 1 and SDK 3

Chrome Extensions

Javascript

React

Vanilla JS

Redux

Backbone

Webpack

jQuery

Phaser.js

Browserify

HTML/CSS

Less/Sass

CSS Modules

Jekyll

Github Pages

Service Worker

SVG

Gamepad API

WebGL

Liquid

Web Audio API

Websockets

Bootstrap

Specialized in spritesheets, animations, rendering and DOM performance.

Backend

Node.js

3rd Party APIs

Rest API

Webhooks

Architected various APIs with Express, Heroku, PHP, and Ajax.

Worked with many 3rd party APIs like Stripe, Soundcloud, Google Analytics, Realm, etc

Design and Game Dev

Adobe

Photoshop

Flash

AS3

After Effects

Linux

Gimp

Blender

Kdenlive

OBS Studio

Regular user of image editing and videography scripting, filters, color correction, etc.

Avid interest in game development. Finished multiple Game Jams and **HTML5** games.

Personal

Projects

In my down time, I'm almost always working on personal projects. You can find them on my Github: <https://github.com/likethemammal>

Hobbies

Longboarding

Gaming

Personal Projects

Travel

Community

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.