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 - Present

- 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 kniche 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	**Progressive Web Apps**	**Chromecast** SDK 1 and SDK 3	**Chrome Extensions**
React Native (Android/iOS)	**Chrome Dev Tools**		

Javascript

React	**Redux**	**Webpack**	**Phaser.js**
Vanilla JS	Backbone	jQuery	Browserify

HTML/CSS

Less/Sass	**Github Pages**	**Gamepad API**	**Web Audio API**
CSS Modules	**Service Worker**	**WebGL**	Websockets
Jekyll	SVG	Liquid	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.