

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:

Freelance

Blockcards, Frontend Architect

Oct '18 - Present

- Utilize **Storybook** and its addons to quickly prototype, implement mockups, and test UX.
- Compose engaging animations with **Three.js** and **react-spring**, focusing on appeal, solid drawing, and performance.
- Handle async Metamask calls to the blockchain using **redux-saga** and **web3**

Codementor, Mentor

Nov '17 - Present

- Help mentees without technical backgrounds understand the reality of their goals and create a learning path with the least resistance.
- Build prototypes using **React Native** and **Matter.js**. Debug Three.js effects, CSS Animation quirks, and React component sprawl.
- Mentor profile: codementor.io/likethemammal

Peerfit Inc.

Technical Director, Fullstack Developer

Nov '16 - May '17

Product Team Lead, Fullstack Developer

Mar '15 - Nov '16

Fullstack Developer

Nov '14 - Mar '15

Plex Media Player

Javascript Developer

June '14 - Oct '14

Grooveshark

Frontend Engineer

April '13 - May '14

Web Development Intern

Feb '13 - April '13

Skills and Specialties:

Frontend

React
Redux
Less / Sass

Phaser
Three.js
Gamepad API

Backend / DevOps

Git
Webpack

Storybook
Node.js

Native

React Native
Electron

Chrome Extensions
Chromecast

Software

Gimp

Kdenlive

Personal:

 github.com/likethemammal

 twitter.com/likethemammal

Hobbies

Longboarding
Personal Projects

Gaming
Nature

Community:

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

Education:

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