

# Dale Karp

email: dale@dale.io

web: <http://dale.io>

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## Technical Skills

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### *Languages:*

JavaScript, Python, Rust, C++, C#, Java

### *Front-end libraries:*

React.js, Angular.js 1.x, Ionic, Backbone.js

### *Back-end frameworks:*

Django, Koa.js, Express.js

### *Tools:*

Git, nginx, PostgreSQL, MongoDB, Redis, Emacs & vim

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## Experience

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### *Self-employed* (<http://dale.io>)

Full-stack Developer & Consultant

Toronto, ON

Jan 2012 - Present

- Assisted a digital agency in developing a hybrid mobile application for a large medical conference
- Worked with *HomePerfect* (<https://www.homeperfect.ca/>) to develop and deploy their web application focusing on construction management
- Developed a full stack web solution for an unlaunched startup that deals with helping digitize businesses in the fleet management
- Created a mobile-friendly web application for startup *Kranium* (<https://kraniumnetwork.com/>), including a custom user messaging system
- Implemented the client-side code for a shopping cart system for *BBbarfly.com* (<http://bbbarfly.com/>)

### *Mozilla Foundation* (<https://mozilla.org>)

Front-end Developer

Toronto, ON

May 2013 - Jan 2014

- Used designer-built wireframes to build pages for the Webmaker homepage leading up to and after its launch
- Assisted in implementing features and fixing cross-browser bugs for the upcoming Webmaker Profiles application
- Added new features and fixed existing bugs in a large codebase inherited by the project

- Participated in code reviews and bug triages

*Centre for Development of Open Technology* (<http://cdot.senecacollege.ca/>)

Research Developer

Toronto, ON

Jan 2013 - Apr 2013

- Assisted in converting the Flash-based BigBlueButton online lecturing system client to HTML5
- Fixed client side bugs in an application written with CoffeeScript, Node and Backbone.js

*Firmex* (<https://www.firmex.com/>)

Developer (co-op)

Toronto, ON

Sep 2011 - Apr 2012

- Designed and implemented a new statistics page using JavaScript and the Google Charts API. The feature is customer-facing to a user base of at least 125, 000 people worldwide
- Fixed client side bugs related to JavaScript and CSS in the front-end application
- Researched viability of using Riak as a persistent storage for user data

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## Education

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*Seneca College*

Computer Programming & Analysis

Toronto, ON

Jan 2010 - Apr 2013

- Peer Tutor
- Game Development Club Vice-President (Summer 2011)
- President's Honour List (Winter 2011)
- Faculty Book Prize - CPA (Winter 2011)
- Graduated with High Honours

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## Projects

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- Adventure! (<https://github.com/obsoke/adventure>) - A text adventure game (Rust)
- Giffy (<https://github.com/obsoke/giffy>) - A GIF hosting & creation service (JavaScript)
- Jump Around (<https://github.com/obsoke/jumparound>) - A platformer using Phaser.io (JavaScript)
- Pong (<https://github.com/obsoke/pong-unity>) - An implementation of the classic game using Unity3D (C#)

For a wider selection of projects and code check out my GitLab (<https://gitlab.com/d10p>) and GitHub (<https://github.com/obsoke>).