

Chris Dolphin

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Frontend Architect and Creative Developer with advanced experience building large-scale Javascript apps on remote teams. I specialize in crafting immersive experiences with polished, intentional UX.

Professional:

ForFunLabs, ElevenVR (remote)

Frontend Lead

Nov '22 - Present

- Developed a full featured eSports league site, with a 1.5 million user leaderboard, tools for VR players, and tournament software featuring 3D **react-three-fiber** components.
- Analyzed and reviewed **Google Analytics** data, identifying key insights that informed design and improved performance.
- Set up **AWS S3** deployments for **Next.js** and **Storybook** apps, optimizing development workflow and internal QA processes, and ensuring efficient production delivery.

BiTE Interactive (remote)

Frontend Lead

Oct '21 - July '22

- Collaborated with Design Lead to develop a design system in **Figma**, craft solutions that scale across client projects, providing valuable feedback on responsiveness.
- Consulted on architecture concerns and UX best practices, as well as interviewed new developers for different projects across the agency.
- Coordinated with Backend Lead on API architecture, data schema, and web app delivery architecture.
- Mentored team members, introducing new technology, patterns, and methodologies to build a consistent, maintainable codebase.

LIV Inc. (remote)

Frontend Lead / UX Design

Sept '19 - July '21

- Coordinated with the 3D artist and Visual Designer to create compelling interactive web experiences.
- Developed VR prototyping tools with **react-three-fiber** and **drei**, for quick presentation and experimentation.
- Worked with the marketing team to implement a brand redesign and develop pages for new product launches.

Codementor (remote)

Mentor

Nov '17 - Jan '19

- Helped mentees without technical backgrounds create a learning path with the least resistance while overcoming the reality of their goals.
- Built prototypes using **React Native** and **Matter.js**. Debugged **Three.js** effects, CSS Animation quirks, and React component sprawl.
- Guided beginners through common patterns (and anti-patterns) in data management, game design, and performance optimization.

Peerfit Inc. (remote)

Technical Director

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.
- Coordinated with the team to diagram and create a new architecture 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 rendering, routing, browser history manipulation, and architecture refactoring.

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 shifts in the team's mentality, checking for frustrations, miscommunications, bottlenecks, and tipping points.

Fullstack Developer

Nov '14 - Mar '15

- Migrated the codebase from PHP templates to a Javascript web app using React and **Flux** to manage state, with a **Node.js** build process using **AMD** modules.
- Automated the deployment of custom QA staging environments using **web hooks** and **Gitlab CI**.
- Constructed a RPC architecture for consistent AJAX calls and preloading page data.

Plex Media Player (remote)

Javascript Developer

June '14 - Oct '14

- Maintained a **Backbone** and **Marionette** media player app with several other remote developers, using **Grunt** throughout the workflow.
- Fixed specific browser bugs on iOS and Android using Chrome Dev Tools remote debugging.

Grooveshark

Frontend Developer

Apr '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 **Chromecast** while working within the limits of the technology.

Web Development Intern

Feb '13 - Apr '13

- Worked with VP of Business Development to handle communications and integration of 3rd party services.
- Implemented fullscreen mode and prototyped integration with experimental tech like the Leap Motion.

University of Florida, BEBR

Web Developer

Jan '13 - June '13

- Visualized data received from Survey Research Center using **HighCharts.js**, to be used by businesses and organizations throughout Florida.
- Paired with the Senior Developer building data management scripts in jQuery.

Community:

- Founder of the Eugene Overwatch League Meetup. Apr '18 - Dec '19
- 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