

# Chris Dolphin

dolphin@likethemammal.com • Eugene, OR • [likethemammal.com](http://likethemammal.com)

---

UI development lead and VFX artist with advanced experience building large-scale Javascript app architecture on remote teams. Specialized in animation, UX, and open-source.

## Professional:

### Freelance

*LIV Inc, Frontend Lead / UX Design* (remote) Sept '19 - Present

- Blossom and maintain a core component library used across multiple **Next.js** apps, structuring SSR with **react hooks** for state management.
- Compose engaging animations with **react-three-fiber** and **react-spring**, focusing on appeal, solid drawing, and performance.

*Blockcards, Frontend Architect* (remote) Oct '18 - Sept '19

- Scaled the frontend codebase, utilizing **Storybook** and **Jest** to quickly prototype, implement mockups, and test UX.

*Codementor, Mentor* (remote) Nov '17 - Jan '19

- Built prototypes, audited code, and debugged with **React Native**, **Matter.js**, and **Three.js**.
- Helped mentees understand their goals, creating learning paths with the least resistance.

### Peerfit Inc. (remote)

*Technical Director* Nov '16 - May '17

- Orchestrated the re-architecture of the entire platform for a nationwide launch.

*Product Team Lead, Fullstack Developer* Mar '15 - Nov '16

- Personally built-out and remotely coordinated a team of developers, designers, and QA.

*Fullstack Developer* Nov '14 - Mar '15

- Migrated to a more maintainable architecture using React and early Flux methodology.

### Plex Media Player (remote)

*Javascript Developer* June '14 - Oct '14

### Grooveshark

*Frontend Developer* Apr '13 - May '14

*Web Development Intern* Feb '13 - Apr '13