

Erin Dachtler

(805) 876-4033

erin@erindachtler.me

<https://erindachtler.me>

<https://github.com/download13>

Bio

I've worked in Web Development since I was sixteen, starting with contract jobs on sites like Freelancer and UpWork. In 2010 I had the idea to make my own skin server for the popular game Minecraft, and turned it into a website for public use. The site gained popularity and I've spent most of my time since then doing development and administration for it, and working on projects of personal interest. Now I would like to gain experience building software in a group setting. I'm a fast learner, have good problem solving skills, and believe I could be a valuable member of a development team.

Freelance Web Developer (2006 - 2011)

Job Details/Responsibilities

- Turn design documents into web pages (create DOM structures and styling models to reproduce design documents)
- Build interactive pages using JavaScript
- Create Web Applications
- Automate administration tasks for website owners
- Backend: Node.js, PHP, Django
- Frontend: Vanilla JavaScript, React, Redux, Elm

Contract Examples

Andomedia (now Triton Digital) - 2006

Wrote advertising/analytics beacons using Javascript. An early job I had, during which I learned to use random URL parameters to get around browser caching.

savagesoccer.com - 2006

Created a simple PHP content management system to allow the owner to more easily post new items on their site.

Musopen - 2009

Platform for funding and distributing public domain music. Was hired to rebuild the landing page and search system (PHP and MySQL) as well as make several updates and fixes to the site.

Cruizr - 2010

Site showing cruise ship availability and pricing. Rebuilt multi-layer sidebar menu and integrated related photo feeds from Flickr into cruise info pages. This involved using PHP and Smarty templates as well as jQuery for the dynamically updating menus.

Website Developer/Administrator (2010 - Present)

I've been running my own site since it accidentally became popular back in 2010. It's an alternative skin server available to players of the game Minecraft that allows them to use any in-game character skin and cape they want (capes are normally restricted to developers and contest winners). Consists of a few static pages explaining the usage of the software, an HTTP request proxy written in Java which attaches to the game client and forwards skin requests to the alternate server, and a page allowing users to pick their username, skin, and cape that will be displayed in the game. The site also has a server list where users can create listings to promote their multiplayer servers and manage the information associated with them. Users can vote on which servers they like best.

Job Details/Responsibilities

- Initial skin server was written in Python using Django
- Later re-written in JavaScript for Node.js
- Expanded initial scripts into a full website
- Wrote and maintained proxy program in Java

- Switched from managed to unmanaged VPS hosting
- Deploy server applications using Docker
- Manage own server cluster with Kubernetes
- Keeping source code organized with version control (Git)
- Database administration (CouchDB and MongoDB)
- Linux system administration
- Load balancing across containers using Nginx

Demos and Projects

Podcast Player

- <https://podcasts.erindachtler.me>
- Web application for listening to podcasts
- Works offline and allows podcasts to be downloaded for offline listening
- Can sync settings between browsers for seamless device switching

Minimap

- <https://minimap.erindachtler.me>
- A web application allowing multiple users to track each others realtime location on a map
- WebSockets used to keep client and server state synchronized
- MVP architecture
- Carefully designed client model always converges with server model in the event of errors

RainApp

- <https://rainapp.erindachtler.me>
- An app for listening to relaxing background sounds such as rain and thunder
- Originally used IndexedDB to save audio tracks for offline use
- Changed to store offline audio in the browser cache

Roman's Pizza

- <https://erindachtler.me/romans/>
- Demo website for a local pizzeria
- Responsive design
- Features online ordering

- Embedded schema.org datatypes inform search engines of business hours and contact information

IPFSTube

- <https://ipfstube.erindachtler.me>
- Serves and plays videos from [IPFS](#)
- Allows uploading videos to store them in the local IPFS node

Skills

- HTML5
- CSS
- JavaScript
- Node.js
- Object oriented techniques (classical and prototypal inheritance)
- Functional reactive programming
- IndexedDB (browser data storage)
- Web Audio (browser audio manipulation)
- Python
- Java
- PHP
- Go
- Git
- MongoDB
- CouchDB
- RethinkDB
- PostgreSQL