

# Henry J.E. Crookes .

Full Stack Web-Developer with a focus on interactive design and 3D elements.

## About me -

Recently I graduated from SPICED Academy's Full Stack course. It was an incredible challenge and experience that I used to reinforce my skills in web development. I am always generating new projects to expand and improve my toolkit. I also frequently volunteer my tech-skills on pro-bono projects.

## Recent projects - (Click on the title to visit the page/github repo)

### ['95-Chat:](#)

**Tools:** JS, React, Redux, Node, Babel, Express, Axios, Socket.io, SQL, AWS

**About:** A social platform imitating the visual style of Apple's Mac OS 7, with account management, chat functionality and multiplayer gaming utilising the power of sockets.

**Takeaway:** This was a personal growth project, allowing me to gain a firm grasp on the power of React/Redux, and exploring.

### [PuP:](#)

**Tools:** JS, React, Redux, Node, Socket.io, Moment, SQL and more

**About:** A single-page web-app to improve the process of adopting dogs from shelters & also allowing shelters to easily upload dogs and converse with adopters.

**Takeaway:** I created this site to experiment working with complex dataflow and organisation. The biggest hurdle was to limit complexity.

### [Hot Dogs Imageboard:](#)

**Tools:** JS, Vue.js, Axios, AWS

**About:** This single-page app is an imageboard designed with the aesthetic of "2000's chat room", where any user can upload and comment on their favourite images of dogs.

**Takeaway:** This was one of my earlier, "for-fun" projects to get experience working with Vue.js and hosting images with amazon web services.

## Personal Life & Projects

Recently I became enamoured with the art of "VJing", editing video and sound to create interesting visuals (Good examples are: Smash TV's [Skinemax](#), or the instagram channel [Video Macabro](#)). I started a project of editing public domain clips from the Internet Archive, and manipulating them with After Effects. My focus is on glitch visuals and retro fonts.

Over the last year I have been teaching myself 3D modelling and effects. Currently I am involved in a 3D animation project involving several artists, with the goal of eventually making a short sci-fi film. Here is a link to a sample of our [work](#).

Previously I have created a lot of amateur 2d design work mainly with photoshop and illustrator. Ranging from restaurant menus, logos, and t-shirt designs, to comic and colouring books.

I feel comfortable within the adobe environment and enjoy finding new projects to use as a reason to expand my skills and knowledge base.

In future I would like to experiment with building my own type-font designed for web use.

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## TECH

**Languages:** Javascript

**Libraries:** Three.js, paper.js, jQuery,

**Frameworks:** React/Redux, Vue

**Back:** Node, Socket.io, Babel, Express, Axios, Jest

**Database:** PostgreSQL, Redis

**Resources:** Heroku, GitHub Pages, Netlify, Glitch, Figma

**Learning:** Sass, Gulp, Python

## DESIGN

### 2D:

Photoshop, Illustrator, Figma

### 3D:

Blender, Substance Painter/Designer, Zbrush

### Video:

After-Effects

## EDUCATION

Accredited certification of Full Stack Web-Development from SPICED Academy, Berlin

A2 Levels from Wygggeston and Q.E College, Leicester UK.

A1.1 German from Leicester University

## PREVIOUS EMPLOYMENT

**Cafe Rialto, Leicester, UK** — Assistant Manager/Supervisor  
2018 - 2019

**Zuumeo GmbH, Berlin, DE** — Freelance Studio Photographer & Production Assistant  
2017 & 2019

**Cartridge Right, Bristol, UK** — Print Designer/Technician  
2016 - 2017

**Zazu's kitchen, Bristol, UK** — Bartender  
2016