

# Henry Li

## Full Stack Developer

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## Skills

Javascript, HTML, CSS, ReactJS, NextJS, NodeJS, Express, MongoDB, MySQL, Git, Figma, SASS, jQuery, Java, Python, Typescript

## Certifications

[AWS Certified Cloud Practitioner](#)

07/2023 - 07/2026

## Education

**Medgar Evers College | Cumulative GPA: 3.53 | Major GPA: 3.78**

12/2022,

Bachelors of Science: Computer Science (Magna Cum Laude)

## Projects

**StickStock** - Javascript | ReactJS | NodeJS | MongoDB | Redux

02/2023

- Utilizes server-side pagination with Node.js and Express to efficiently handle large datasets
- Integrated CSS libraries like tailwind and MaterialUI for building a dynamic, responsive user interface
- Leverages Atlas MongoDB, a cloud service, alongside Cloudinary CDN for fast content delivery
- Implemented REST API integration with CRUD functionality, proficient use of HTTP requests

**Drizco Ecommerce** - Javascript | ReactJS | NodeJS | NextJS

03/2023

- Implemented secure API and middleware for encrypted JWT (JSON web tokens) user data, exclusively accessible by Drizco's Netlify serverless functions through HTTP-only cookies
- Integrated Stripe payment system to facilitate seamless order and payment processing
- Enforced cart persistence and efficient management, allowing storage of essential cart input
- Utilized Sanity CMS to streamline client-side product management, enhancing efficiency in product-related operations.

**Chateth** - Javascript | ReactJS | Firebase | CSS

04/2023

- Employed Firebase for robust chat storage, seamlessly integrated within a cloud-based environment
- Facilitated dynamic user interactions through real-time chat capabilities
- Engineered reusable and well-structured components, leveraging React Context to proficiently manage application state
- Empowered the system to manage image file uploads within chats, while ensuring seamless Firebase authentication integration

## Work Experience

**Web Developer Intern**

05/2022 - 09/2022

Sesame Workshop (Brooklyn, NY - Remote)

- Utilized industry-standard technologies such as JIRA and Bitbucket in an agile environment to manage tasks and resolve bugs such as responsiveness with quality assurance engineer
- Engaged in regular team meeting updates discussing bugs, tasks completed, and weekly sprints
- Created a snake game for the Sesame Workshop website using the Phaser 3 game engine
- Collaborated with cross-functional teams to implement responsive design principles and optimize user experience for the Sesame Workshop website using Javascript

**2x Tech Talent Pipeline Intern**

08/2021 - 12/2021

CUNY (Brooklyn, NY)

- Achieved a 15% increase in overall bug fixes through implementation of agile methodologies
- Developed capstone project, movie search web app using TMDB API in React.JS
- Oversaw project development and successfully achieved set goals
- Implemented version control using Git, facilitating collaboration and code management among team