Henry Hall

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SKILLS

Technology

- > TypeScript, JavaScript
- > PHP, Node, C#
- > React, AngularJS, Vue
- > SQL, MongoDB, PostgreSQL
- > HTML5, CSS3
- > Git, Subversion
- > .NET, Entity Framework
- > Google Cloud Functions, Microsoft Azure
- > D3, Socket.io, Three.js

Professional

☑ Agile methodology experience

☑ Mentoring experience

☑ Leadership experience

 ${f Z}$ Client, vendor and business partner liaison

☑ Build strong interpersonal relationships

☑ Strong drive for personal improvement

EDUCATION

Prime Digital Academy

Minneapolis, Minnesota – October 2016
Full stack web development bootcamp.
Capstone project developing a donation management system for HeroK9.

Normandale Community College

Minneapolis, Minnesota – *May 2012* Associate Degree

FREE TIME

I enjoy rock climbing, working on my planted aquariums and finding new board games. This winter I have been exploring Machu Picchu and hiking the wintery mountains and tundras in Hokkaido. This summer I am looking forward to camping and foraging around the UK.

SUMMARY

A full stack developer with 6 years of experience using a wide range of web technologies. I have a passion for building bespoke, yet familiar web experiences and seeking new tools to add to my developer utility belt. I am interested in forward-thinking projects that will hopefully be written in TypeScript.

EMPLOYMENT HISTORY

Reach Digital Media February 2019 - Current

Full-stack developer on a small team building and supporting a digital signage solution as a service. Hired on to integrate third party products with various internal products and systems but quickly branched into special project development.

Content Management System Front End Framework Replacement – June 2022, On Going

Senior contributor on a team building a new client facing content management system with React. Designed several key systems including content uploading, API validations, and third party integrations.

Technologies: React, AngularJS, TypeScript, Material UI, TanStack Query, Zod, i18n, Jest

Signage Engine Language Conversion – December 2021

Team lead for a small group of developers converting the Reach digital signage engine from legacy JavaScript code to TypeScript. As Reach's core product, meticulous care was taken to ensure clients didn't notice the cross over included rigorous coding standards, reviews, testing and planning.

Technologies: TypeScript, Zod, Luxon/Moment, HLS

API Documentation – March 2020

Developed Reach's company wide api documentation solution where none existed prior, providing a single source of truth, convention consistency and quicker onboarding for new highers and vendor integrations. *Technologies: OpenApi, Api Blueprints*

Platform Integrations - July 2019, On Going

Created first class integrations for various third party products. These integrations have allowed users to pull in calendar events, tabular data, and cloud storage media seamlessly into our content management system with real time updates when technology allows.

OneDrive	Exchange	Canva	Dropbox
Google Calendar	Google Drive	Facebook	10+ Others

Technologies: CloverETL, Microsoft Graph, Google Calendar, various

Network Stability Reporting - May 2019

Designed and built an automatic network analytics and stability reporting system for providing internal and external visibility into Reach signage devices' connection status and history.

Technologies: C#, PHP, D3, AngularIS

Country Financial April 2017 - September 2018

Software developer for an insurance company as a member of the health and life insurance department. Contributed to internal tools for supporting business needs and worked with third parties to incorporate their code, and maintaining the test and production environments.

Accomplishments

- Experience working with sensitive HIPAA data
- Managed code deployments to production environments
- Wrote tests for the life insurance inquiry intake application
- Designed and built automated internal reporting pipelines