

Henry McGehee

Full Stack Web Developer

Atlanta Georgia

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<https://github.com/hdmcgehee>

Summary:

I am a full stack software engineer and web designer focused largely on the objective of creating apps and utilities that assist in user productivity. I first developed interest in code languages while working as a sound designer for games. I soon realized that programming work would be a more suitable career path with the changing social and economic landscape, as adaptability is one of my core values as a creator and designer. Through completing the Software Engineering Immersive program with General Assembly as well as working on my own personal projects, I have developed a wide range of programming skills across many languages and applications. Regardless of the medium, however, I am always intensely motivated by the idea of bringing a concept to realization.

Skills:

- Languages & Frameworks: Html, CSS, JavaScript, C#, C++, JUCE, Python, React, Node, JQuery, Django, Bootstrap, Materialize, Bulma
- Management & Deployment: Git, GitHub, Command Line, Heroku, MongoDB Atlas
- Databases: MongoDB, MySQL
- Methodologies: Object Oriented Programming | MVC Pattern | Test-Driven Development | Responsive Design | Authentication | User Stories | Wireframing | Agile | Development/Scrum

Experience:

General Assembly — *Software Engineering Immersive Student*

June 2020 - Current

Full time immersive student in the User Experience Design program that included over 400 hours of professional training over ten weeks.

- Developed full stack applications using a variety of technologies
- Collaborated with UX design students to create websites that meet web accessibility guidelines

VIDEOHOLE — *Developer*

March 2019 - Current

One of a two person team creating a first person narrative adventure game in the Unity game engine.

- Designed and implement game systems using C#
- Created 3d assets using blender and GIMP
- Designed audio assets using Ableton LIVE
- Marketed the game on social media

Team Audio — *Sound Designer (contract)*

Aug 2019 - Dec - 2020

Sound Designer for an unannounced 2D action video game.

- Created sound assets by recording and processing audio in Ableton LIVE

- Designed audio systems in Unity using C#
- Utilized Git as source control
- Coordinated design patterns with the Lead Developer

Bomb Shelter Records— *Co-Founder*

March 2015 - March 2017

Co-Founder and Manager of an independent record label specializing in all things hand-made.

- Organized pop-up shops and community events
- Coordinated interviews and press releases with regional media outlets
- Recorded and produced albums in-house
- Hand-assembled CDs, tapes, and other merchandise for releases
- Booked and promoted tours to support album releases

Education:

General Assembly

Full Time Software Engineer Student

Savannah College of Art and Design

BFA in Sound Design