Marcos Henrich

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SKILLS

Languages JavaScript, TypeScript, Ruby, SQL, HTML5, CSS3, Rails, React, Redux, Mongo, Express, Node.js, Git, Websockets

PROJECTS

Willow (Ruby on Rails, JavaScript, React, Redux, CSS3, Webpack, PostgreSQL)   [Live Site](#) | [Github](#)
Functional clone of zillow desktop site with thematic elements
- Designed and implemented RESTful endpoints using Rails, defining clear and concise URL patterns, HTTP methods, and response formats to allow the frontend to interact with the backend's data resources.
- Built an interactive map using Google Map API and location data. Developed preview modals and custom markers using CSS to dynamically respond to user data and inputs, increasing user interpretability.
- Implemented search functionality using custom routes and backend Active Record queries to surface relevant results to the user.

Friend.ly (JavaScript, HTML5, CSS3, Mongo, Express, React, Node.js, Socket.io)   [Live Site](#) | [Github](#)
Connects users in chatrooms based on location and shared interests
- Managed a team of five engineers to develop and deploy a functional prototype in one week.
- Enabled real-time chat functionality with websockets and socket.io, engaging frontend and backend connections upon component mount and disabling them upon component unmount using React hooks.
- Leveraged Mongo's NoSQL structure and the immediacy of websocket updates to dynamically update the Redux state across connected users, allowing for immediate state changes in friendships and new chatrooms.

Kelpscape (JavaScript, Canvas)   [Live Site](#) | [Github](#)
Simulation / immersive experience of a Pacific kelp biome
- Engineered a quadtree data structure to significantly improve efficiency of spatial data and collision evaluations. Extended base functionality with modular methods to detect different types of collisions.
- Implemented various behaviors such as hunting, fleeing, trapping, and mating, using algorithms and data structures to simulate realistic ecological interactions.
- Applied OOP principles to abstract shared behavior across different species, increasing readability and development speed.

EXPERIENCE

Sun Basket, *Project Manager* - March 2017 – August 2022   **San Francisco, CA**
- Directed creative projects across Sunbasket's Creative Studio, producing quality deliverables on aggressive timelines and controlling costs, managing a $2.1M yearly spend.
- Executed cross-company strategy, planning, and resourcing of massive company rebrand, executing creative development, production, and delivery across all physical and digital channels within 3 months.
- Applied continual improvement principles to quarterly marketing campaigns using data-driven insights and retrospectives to identify, resolve, and improve process issues, leading to higher deliverable throughput and top-of-funnel market reach.

Edwards Label, *Production Manager* - August 2014 – July 2016   **Chicago, IL**
- Managed the production of up to 35 orders concurrently and was responsible for all aspects of production from project planning to delivery, bringing in $2.5M annually.
- Performed detailed revision and cost analysis on each order using a variable database ERP to develop and implement cost-efficient schedule to increase production output and minimize overtime.

EDUCATION and CERTIFICATES

App Academy   **San Francisco, CA**
Curriculum of Study in Web Development (Ruby on Rails and JavaScript)   Oct 2022 – Jan 2023
Project Management Institute   **Remote**
Project Management Professional Certificate (PMP)   September of 2022
Bard College   **Annandale-on-Hudson, New York**
Bachelor of Arts (Concentrations: Critical Theory)   Class of 2010