Marcos Henrich

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SKILLS

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

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.
- Created user input protections by algorithmically evaluating calendar availability and dynamically offering input options based on availability across all subjects in scope.
- 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 functional prototype in one week.
- Enabled real-time chat functionality with websockets and socket.io, engaging connections upon component mount and disabling them upon component unmount using React hooks.
- Leveraged Redux slice of state to evaluate chat connections between users and dynamically render new messages and friends to the UI without needing to refresh.

Arena Combat (JavaScript, Canvas)   [Live Site](#) | [Github](#)
Gamified combat simulator card game similar to Slay the Spire
- Built a core gameplay loop to trigger events upon player move, leveraging systems thinking to design a logical flow to manage changes across various interconnected game states.
- Implemented smooth kinetic UX by combining CSS transitions, async function calls, and Javascript sound objects.
- Designed a dynamic sprite animation queue by tracking modulo-derived stagger frames and evaluating the start and end position of the sprite sheet, ensuring that the next animation in the queue plays only when the current animation completes.

EXPERIENCE

Sun Basket, *Creative 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.
- Managed strategic transformational change of product lines by collaborating cross-functionally with Marketing, Dev, and Operations teams to launch new physical and digital creative assets resulting in a more powerful market position.

Edwards Label, *Production Manager* - August 2014 – July 2016   **Chicago, IL**
- Oversaw the production of up to 35 orders concurrently and managed 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