

Marcos Henrich

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SKILLS

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

PROJECTS

Willow (Ruby on Rails, JavaScript, React, Redux, CSS3, Webpack, PostgreSQL)

[Live Site](#) | [Github](#)

Functional clone of zillow desktop site with thematic elements

- Implemented search functionality using custom routes and backend Active Record queries to surface relevant results to the user.
- Enabled sorting function by triggering a re-render upon state change, and passing in an options hash with the affected state to a useSelector which dynamically determined the new ordering criteria based on user input.
- Created user input protections by algorithmically evaluating calendar availability and dynamically offering input options based on availability across all subjects being simultaneously scheduled.

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 novice 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

- Created an intro cinematic using a loop that evaluates and transitions stages of the cinematic with setTimeout.
- 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.
- Designed a dynamic sprite animation queue by tracking modulo-derived stagger frames in an array and evaluating the start and end position of the sprite sheet, ensuring that the next animation in the queue plays only if 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

Curriculum of Study in Web Development (Ruby on Rails and JavaScript)

San Francisco, CA

February 2019; April – June 2019

Project Management Institute

Project Management Professional Certificate (PMP)

September of 2022

Bard College

Bachelor of Arts (Concentrations: Critical Theory)

Annandale-on-Hudson, New York

Class of 2010