

Tyrus Henry – Software Engineer

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Professional Summary

I'm an optimistic software developer with strong motivation and a keen interest in exploring new challenges. I strive to work outside of my comfort zone, learning new ways to solve problems while increasing my adaptability and knowledge. I think logically to bring intuitive solutions to my work.

Technical Skills

ReactJS | JavaScript | HTML5 | CSS3 | NodeJS | Rest API | NPM | Git | MongoDB | Mongoose | ExpressJS

Software Engineering Projects

Tether SuperCars

<https://tether-supercars.netlify.app/>

- Created an asynchronous web application that returns info on supercars from a NoSQL database.
- Worked in a team of 5 developers to create a polished website within a given timeframe.
- Implemented password authentication and authorization utilizing spreadsheet API.

OverC

<https://overc.surge.sh/>

- Created a task management application that allows for multiple projects, and tasks within them.
- Full CRUD implemented, allowing you to read, post, edit, and delete data using React Rails.
- Compartmentalized data that can be read from parent, and child tables.
- Practiced good code optimization habits.

Apple clone

<https://appleclone0x.netlify.app/>

- Created a React front end that imitates Apple's home page and various features.
- UX Focused, close attention to detail.

Work Experience

General Assembly | Software Engineering Fellow

September 2021 - December 2021

- 420+ hours of professional training over 12 weeks building web applications with full CRUD functionality.
- Designed, developed and debugged applications in a team environment and managed Git workflow.

Freelance Video Editor

January 2019 - July 2020

- Actively practiced time management to ensure projects were done on time
- Maintained close working relationships with clients to provide polished, finished products.
- Learned efficient ways to increase productivity (ie shortcuts, hotkeys)

Education

General Assembly

September 2021 - December 2021

Certificate of completion, Software Engineering Immersive.