

CHRIS L HENRICK

UX Engineer | Oakland, CA | clhenrick.io | chrishenrick@gmail.com

Chris Henrick is an Oakland, California based UX Engineer and data nerd. He has extensive experience building web applications that utilize interactive data visualization, interactive geographic maps, open source GIS software, and custom baked map tiles. He holds an MFA in Design and Technology from Parsons School of Design and a BA in Geography and Urban Studies from Temple University. His MFA thesis was a web app he conceptualized and built called [Am I Rent Stabilized?](#) that seeks to solve the problem of NYC landlords lying to tenants about rent-stabilization and illegally deregulating rent-stabilized apartments.

Professional Experience

Google

UX Engineer II, Data Visualization
September, 2018 - present
San Francisco, CA

UX Engineer on Google Cloud specializing in data visualization. Responsibilities include creating web prototypes to assist User Experience research, and building internal tools to enable internal teams to be more efficient and effective with their work.

OmniSci

Front End Engineer
December, 2017 - September 2018
San Francisco, CA

Contributed to developing the [OmniSci Immerse](#) software: a web browser based, data visualization and analytics platform that integrates with [OmniSci DB](#) enabling users to create dashboards to quickly crossfilter datasets containing hundreds of millions to billions of rows.

GreenInfo Network

Web Developer

February, 2017 - December 2017
Oakland, CA

Developed web applications for nonprofits with a focus on interactive geographic maps, data visualization, and geospatial data using modern front end web development practices. Worked with a team of GIS Specialists and Cartographers to create rich interactive experiences on the web with careful attention to user experience and user interface design.

University of California, Berkeley

Lecturer

August 2017 - December 2017
Berkeley, CA

Taught a semester long undergraduate and graduate course, Interactive Data Visualization with D3JS, at [UC Berkeley's School of Information](#). The course covered topics relating to data visualization fundamentals; web development with Javascript, HTML, CSS, SVG, and Canvas; and most importantly the D3JS API.

Stamen Design

Design Technologist

March, 2016 - December, 2016

San Francisco, CA

Prototyped, iterated on, and polished highly customized web applications for [Stamen Design](#) with technologies such as AWS, Heroku, NodeJS, React, Redux, Leaflet, CARTO, and D3JS. Contributed to creating custom map tiles such as [Terrain Classic](#) with data from OpenStreetMap and technologies such as PostGIS, CartoCSS, and Mapnik. Worked with UI/UX designers, cartographers, project managers, and clients to produce successful project based work.

Chris Henrick Cartography

Web Developer, Cartographer

June, 2010 - present

Oakland, CA

[Selected work](#) demonstrates expertise in creating custom web applications, wrangling data, spatial analysis with open-source GIS software, and producing professional cartographic and map related products for both print and the web. Previous clients include [Rebecca Solnit](#), [Pratt's Spatial Analysis and Visualization Initiative](#), [The Skyscraper Museum](#), and [The Oakland Museum of California](#).

Radish Lab

Web Developer

May, 2015 - April 2016

Brooklyn, NY

Developed interactive data-visualizations and professionally designed websites for [Radish Lab](#), a mission driven web and graphic design studio that works with nonprofits and cultural institutions such as Municipal Art Society of New York.

CARTO

Intern

March, 2014 - October, 2014

New York, NY

Assisted with developing the technology and supporting customers of [CARTO](#), a software as service platform for geospatial data visualization and analytics.

Contributed to developing CARTO's internal geocoder using PostgreSQL, PL/pgSQL, PostGIS and open administrative geospatial data.

Prototyped visualizations with and documented [OdysseyJS](#), an open-source javascript library for telling stories with maps.

Avalon Travel Publishing

Lead Cartographer

February, 2012 - May, 2013

Berkeley, CA

Performed cartographic design for [Avalon Travel Books](#)' printed and ebook travel guide series, including titles such as Moon Handbooks, Rick Steve's, and Let's Go.

Designed and implemented a practical workflow for incorporating GIS data into map production through the use of MAPublisher, QGIS, and GDAL.

Wrote Javascript scripts to automate tasks in Adobe Illustrator with the Scriptographer plug-in.

GreenInfo Network

GIS & Cartography Intern

Summer, 2010 and Spring, 2011

San Francisco, CA

Engaged in GIS analysis and cartographic design for [GreenInfo Network](#), a technology and data focused nonprofit organization that specializes in providing professional GIS and mapping services to public interest groups and governmental organizations.

Executed a historic & current habitat suitability analysis of the Black-Backed Woodpecker for the John Muir Foundation utilizing model builder with USGS Landfire, Land Cover, and public lands data.

Volunteer Experience

Maptime

Co-Organizer

January, 2013 - June, 2016

New York, NY

Contributed to organizing and hosting MeetUps for the [Maptime](#) New York City chapter. Maptime's goal is to create a safe and welcoming space for non-experts to learn about GIS, cartography, and web development, free of charge.

Education

Parsons, The New School For Design

Master of Fine Art in Design and Technology

New York, NY

MFA Thesis [Am I Rent Stabilized?](#) is an interactive guide about rent-stabilization in New York City. Areas of concentration in the MFA DT program included interactive web-mapping, data-visualization, front-end web development, user experience design, game design, interactive narrative design, open-source GIS, and creative coding.

UC Berkeley Extension

Graphic Design Certificate Program

San Francisco, CA

Areas of concentration included graphic, publication, and typographic design methods.

Temple University

Bachelor of Arts in Geography and Urban Studies.

Philadelphia, PA

Graduated Magna Cum Laude.

Member of Gamma Theta Upsilon, National Honors Society for Geography.

Recipient of the Henry N. Michael Prize in Geography and Urban Studies.

Technical Skills

- JavaScript (ES5 & ES6+)
- JavaScript Frameworks: ReactJS, Angular, Vue, LitElement
- NodeJS and NPM
- TypeScript
- Data Visualization: D3JS, Vega / VegaLite
- CSS and CSS PreProcessors (SCSS, PostCSS)
- Web Standards (HTML, SVG, ARIA, Browser APIs)
- Module Bundlers (Webpack, Rollup)
- Git / Github
- SQL (PostgreSQL, MySQL, SQLite)
- Geographic Information Systems (QGIS, PostGIS, GDAL)
- Python (2.x, 3.x)
- Bash / Unix
- Cloud Computing (AWS, GCP, Digital Ocean)
- Design Software: Adobe Illustrator, Sketch, Figma