HENRY JONES

207-712-5149 | henryjonescodes@gmail.com | in/henryjonescodes | github.com/henryjonescodes

EXPERIENCE

ChannelAI   Jan. 2024 – May 2024
iOS Engineer   *Palo Alto, CA*
- Built out initial iOS functionality working with a bare-bones team of 3 from idea to app store release.
- Coordinated with cross-functional teams to rapidly integrate bleeding-edge AI models into an accessible chat platform.
- Ensured consistent user-model interaction UX for various AI model modes (LLM, image, multimodal) through adaptable interfaces designed to meet the unique requirements and tendencies of each model.
- Built and maintained a UI component library to ensure consistency across all app interfaces.

Mushroom.gg   Mar. 2022 – Jan. 2024
Full Stack Engineer   *Palo Alto, CA*
- Contributed early to a Series A-funded startup to help jump-start their feed-based social site for gamers.
- Enhanced engagement by introducing new features from concept to production, integrating Postgres with React via custom GraphQL for a richer social media experience.
- Helped architect, build, and publish the Mushroom mobile app using React-Native, obsessing over feature parity to ensure a consistent user experience across both projects.

Design System Lead   *Oct. 2022 - Jan 2024*
- Built and maintained color, typography, and component libraries to enable consistent UI elements across our web, mobile, and discord products.
- Spearheaded a website-wide UI update, implementing various overhauled pages including posts, profiles, user settings, and core site layout.

Union College   Sep. 2020 – June 2021
UI/UX Researcher   *Schenectady, NY*
- Designed and implemented a research study examining users' trust response to unreliable software agents.
- Conducted A/B testing to assess the effectiveness of software agents with different levels of reliability in providing users with advice for completing a simplified virtual game.
- Collected and analyzed user interaction data to derive insights on reliability perceptions.

Tumblr   Feb. 2015
Systems Dept. Intern   *New York, NY*
- Assisted in the development and deployment of new system features while collaborating with senior engineers to gain comprehensive insights into system architecture and operational processes.

PROJECTS

Interactive 3D Portfolio | *React, Three.js, Blender, CSS*   Dec. 2021 – Feb. 2022
- Created an interactive 3D portfolio using the Three.js library, showcasing personal projects and skills, while honing rendering and optimization techniques for complex 3D assets in the browser.
- Applied 3D development skills in professional contexts, demonstrating versatility in front-end development and multimedia artistry.

EDUCATION

Union College   Schenectady, NY
Bachelor of Arts in Computer Science, Minor in Spanish   *Sep. 2017 – June 2021*

TECHNICAL SKILLS

Languages: TypeScript, Obj-C, Swift, Java, Python, SQL (Postgres), GraphQL, HTML/CSS
Frameworks: React, React Native, Node.js, SwiftUI, UIKit
Libraries: Three.js, Framer Motion
Creative Tools: Figma, Blender, Adobe (Illustrator, Photoshop, Premiere)