Henry Nuñez

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Technologies and Architectures

Frontend: Javascript, TypeScript, HTML/CSS, Next.js, React, React-Redux, Emotion.css, Bootstrap
Backend: Node.js, Express, PostgreSQL, Restful API, Firebase, Python, MongoDB, Jest, SQL, NoSQL
Tools: Contentful, Airtable, Notion, Figma, Jira, Bitbucket, ZenHub

Experience

Software Engineer | JP Morgan Chase & Co (Python, SQL)   **Oct '22 - Aug '24**
- Analyzed large data sets to develop reports supporting continuous improvements in Gauss software and systems.
- Improved software applications using Python to optimize client reporting and data management.
- Spearheaded front-end projects by using Wordpress for multiple non-profit partners in the JPMorgan ecosystem.

Software Engineer | cLabs - *(React, Next.js, TypeScript, JavaScript, Emotion.css)*   **Jan '21 - June '22**
- Led the development and launch of websites across four domains, improving UX and increasing user traffic through responsive, user-centric design
- Rebuilt legacy web infrastructure to enhance usability and engagement, implementing modern, scalable UI with Emotion.css
- Solely responsible for the end-to-end creation, design, and management of cLabs' web properties
- Delivered custom features using HTML, CSS, and JavaScript across multiple apps, boosting performance and responsiveness
- Collaborated with cross-functional teams to troubleshoot and resolve critical issues, reducing downtime and ensuring high reliability
- Evaluated and tested emerging tools and technologies, supporting seamless integration into production workflows

Notable Projects

Henry's Dog Adoption Agency (Next.js, React Redux Toolkit, Typescript, Axios, CSS Module) [GitHub](#) | [Live](#)
A modern dog adoption platform that lets users browse adoptable dogs, filter preference and receive personalized matches based on their favorites
- Developed a responsive and interactive UI with smooth animations and real-time filtering.
- Utilized TypeScript and CSS Modules for scalable, maintainable code.
- Integrated Redux Toolkit for global state management and persistence of favorites.

Henry's Weather App (Next.js, Typescript, Tailwind CSS, Openweather Api, Geolocation Api) [GitHub](#) | [Live](#)
A sleek, location-aware weather app that displays real-time weather conditions and forecasts with adaptive themes and animations.
- Implemented dynamic themes and subtle animations based on real-time weather
- Enabled global city search with a 5-day forecast and temperature unit toggling
- Integrated OpenWeatherMap API with geolocation to deliver instant, location-based weather updates

Text-Based Adventure Game (Python, CLI, Object-Oriented Programming) [GitHub](#) | *Run via terminal with Python 3*
A text-based, interactive adventure game inspired by J.R.R. Tolkien's The Hobbit. Play as Bilbo Baggins and traverse Middle-earth through rich storytelling and dynamic command-based gameplay.
- Built a modular text-based game engine in Python with systems for world navigation, command parsing, inventory, and NPC interaction.
- Designed a cinematic timed dialogue system with character-by-character text display, punctuation-based pauses, and dynamic hint delivery

Education

Pursuit *Long Island City, NY* Google-Funded Software Engineering Immersive Fellowship 2019
Bronx Community College *Bronx, New York* AA in Liberal Arts 2015