

## CONTACT

Portfolio   
[henry-bi.com](http://henry-bi.com)

Github   
[github.com/honghaobi](https://github.com/honghaobi)

LinkedIn   
[linkedin.com/in/henry-bi](https://linkedin.com/in/henry-bi)

## EDUCATION

**Galvanize | 2016**  
Full Stack Web Development

**Code Fellows | 2016**  
Intermediate Software  
Development

**Bellevue College | 2015**  
Certificate in Web Development  
Certificate in DBA

**University of Washington | 2010**  
B.A. in Architecture

## EXPERTISE

### Programming Skills

JavaScript | TypeScript  
AngularJS | ReactJS  
Node.js | Express  
AWS | Vue.js | FFmpeg  
SVG | D3.js | Three.js  
CSS Animation  
Canvas Animation  
PostgreSQL | Knex  
MongoDB | Firebase  
Bootstrap | Foundation  
Agile Methodologies  
Test-Driven Development  
Object-Oriented Programming

### Design Skills

UI | UX Design  
Graphic Design  
Adobe Photoshop  
Adobe Illustrator  
Adobe InDesign  
Google Sketchup | AutoCad  
Architectural | 3D Design

# HENRY BI

## WEB DEVELOPER

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## PROFILE

I am a full-stack web developer with an architectural design background. I am inspired to create beautifully designed web applications while implementing elegant solutions to provide the best user experience.

## EXPERIENCE

### Ripl | Design Engineer/Web Developer | 2017 - Current

- Developing user-facing Ripl Desktop App using React.js and Redux.
- Designing and Implementing the feature that allows user to add video to templates.
- Implementing server-side audio extraction and merging, video conversion, trimming and recording on Node.js using FFmpeg.
- Building reusable components, and optimizing components for maximum performance across a vast array of web-capable devices and browsers.
- Utilizing 2D Canvas and Three.js to create animated design templates.
- Making creative animation content to promote user's branding/products.
- Writing Customized Javascript Library for Canvas/WebGL.
- Creating wireframes, storyboards, user flows in Photoshop & AfterEffects, as needed to effectively communicate interaction, animation and design ideas.

### Extra Mile Marketing | UI Developer/Designer | 2017 - 2018

- Designing EMM website from mockup to full implementation.
- Ensure the technical feasibility of UI/UX designs.
- Developing wireframes and mockups using for application storyboards and development.

### Prolaera | Front-End Web Development | 2016

- Migrating and refactoring an Angular front-end codebase to a new bootstrap template. Creating rich UI experiences and leading UX responsibilities for new product development.
- Establishing and promoting design guidelines, best practices and standards. Contributing to product development roadmap and refinement of overall design aesthetic.
- Creating wireframes, storyboards, user flows, process flows and site maps as needed to effectively communicate interaction and design ideas.