

CONTACT

Portfolio 
henry-bi.com

Github 
github.com/honghaobi

LinkedIn 
linkedin.com/in/henry-bi

EDUCATION

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

HTML5 | CSS3
JavaScript | JQuery
AngularJS | ReactJS
Node.JS | Express
D3.js | Three.js
PostgreSQL | Knex
MongoDB | Firebase
Bootstrap | Foundation
Agile Methodologies
Test-Driven Development
Object-Oriented Programming

Design Skills

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

HENRY BI

WEB DEVELOPER

henrybidesign@gmail.com | 425.443.6586 | seattle

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

Prolaera | Front-End Web Development Lead | 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.
- Creating and maintaining innovative interfaces used by a growing number of users each month.
- Establishing development processes and documenting developing standards. Optimizing application for maximum speed and scalability.

Galvanize | Full Stack Web Development Fellow | 2016

- Design and develop full-stack web applications with NEAP stack (Node | Express | Angular | PostgreSQL).
- Build consistent and maintainable REST APIs with CRUD operations.
- Apply Computer Science fundamentals in order to differentiate between algorithmic solutions when building applications.
- Track and coordinate work follow of projects through Git and Github.
- [UpUp&Away](#): Designed and developed a 3D interactive game using Three.js that utilizes WebGL. This game is inspired by the Pixar movie Up. I implemented Auth0 as an authentication tool for users and PostgreSQL/Knex to store user data and high scores. I built the backend in Node and Express.
- [NeighborGood](#): Worked on a team of 4 to develop a Seattle neighborhood search application for users to receive pertinent homeowner information about the neighborhood of a particular address. I was in charge of UI/UX design, implementing all Mapbox plot points with API data, D3.js for the crime data, structuring the backend Server with storing data in PostgreSQL and overall application architecture and planning.