Josh Henry
Software Engineer

developer@joshhenry.info
Seattle, WA 98115

Skills

Languages, frameworks, and concepts			Software
React	HTML/CSS	Node Package Manager	Xcode
React Native	RESTful services	Cocoa Pods	Android Studio
JavaScript	GraphQL	Technical documentation	Webstorm / VSCode
NodeJS	Redux	Microsoft Azure	iOS / Android
Swift	Git source control	Amazon Web Services	macOS / Windows / Linux
Objective-C	Test Driven Development	Google App Engine	Chrome Debugging Tools
Java			Photoshop

Experience

Fall Guy Consulting
Senior Mobile Software Engineer

November 2021 - November 2022
Seattle, WA

Work with a small team to engineer the second version of the Diablo Golf handicap tracking app for iOS and Android.

Diablo Golf Mobile Apps
Technologies used: Objective-C, Swift, Java, Xcode, Android Studio, AWS, Firebase, Docker
- Developed features in Swift, Objective-C, and Java for iOS and Android in parity.
- Deployed front and backend apps for release of version 2.
- Contributed to the React SPA backend administration app by helping build out reporting features.

Committee for Children
Senior Software Engineer I

March, 2020 – November, 2021
Seattle, WA

Engineer software systems for SecondStep.org - a holistic platform for social and emotional learning. Using a test driven approach to create, release, and maintain web apps; contributing foundational solutions such as creating cloud functions, implementing complex redux data structures and optimistic API connections, and developing reusable UI components with React. Served with several teams to meet commitments using the Agile methodology.

Second Step - Social and Emotional Learning Platform for Schools
Technologies used: React, JavaScript, RESTful API, Node Package Manager, Redux, Microsoft Azure, Storybook, Chromatic, Contentful, H5P, Webstorm, Jest, Enzyme, React Testing Library, Nightwatch, Cypress
- A social-emotional learning platform for people of all ages created with React and Javascript.
- Served as interim team lead for a 6 week span during which we released the MVP of SecondStep Social and Emotional Learning For Adults.
- From the ground up, developed two separate React lesson players to deliver content to users - one for children in the classroom setting and one for adults.
- Leverage Redux and restful APIs to develop interactive UI components.
- Formed and implemented a comprehensive test plan to be used for all projects in the organization.

Fall Guy Consulting
Mobile Software Engineer

July, 2017 – March 2020
Seattle, WA

Consult with clients to collect requirements and design custom-tailored software products according to their needs. Use cutting-edge technologies and tools to design, develop, and document robust products to be used by thousands of users. Projects I actively developed are:

Mind Yeti - Mindfulness App For Schools and Children
Technologies used: React Native, React Native Web, React, JavaScript, Objective C, Go, GraphQL, AWS Amplify, Google App Engine, Storybook, Sketch, Circle CI, Docker, Webstorm, Xcode, Android Studio, Jest, Enzyme Nightwatch
- A React Native app for mobile and web that delivers mindfulness sessions suited for children.
- Developed the in-app meditation session player, a fully-featured media player with closed-captioning capability.
- Integrated and managed a variety of services for the backend and frontend, including Amazon Web

Services and Google App Engine.

Gen Con Gaming Convention App

Technologies used: React Native, JavaScript, Objective-C, Java, Node, Express, Realm, RESTful API, Node Package Manager, VSCode, Xcode, Android Studio, Amazon Web Services, Jest

- A cross-platform React Native app developed from the ground-up for a 50-year strong annual board-gaming convention with over 60,000 in attendance.
- Offline-first app that downloads, stores and queries ~20k convention events using Realm and Lunr.js.
- App communicates with REST endpoints to authenticate and obtain schedule data, event data, latest app styles, and more.
- Event hosts can view their schedule and use the camera to scan event attendees' badges and admit them entry into e-ticketed events.

Big Smash Software, LLC
President, iOS Developer

June, 2016 – June, 2021
Seattle, WA

Formed and founded my own independent software company to deliver quality iOS apps written in Swift and Objective-C, along with brilliant websites and expert consultation. Key projects completed include:

SpinWheelControl CocoaPod
Technologies used: Swift, CocoaPods, UIKit, Core Animation, Interface Builder, Xcode

Zen Builder iOS app
Technologies used: Objective-C, Core Data, iCloud, HealthKit, AVFoundation, UIKit, local notifications, Xcode, Photoshop, Audacity

Vista Weather iOS app
Technologies used: Swift, Core Location, RESTful web services, Google Places API, Forecast.io API, MVVM design pattern, StoreKit, UIKit, Cocoa Pods, Xcode, Photoshop

Skylines iOS game
Technologies used: Swift, Game Center, Sprite Kit, AV Foundation, Xcode, Photoshop, GarageBand

My Fish Pal iOS app
Technologies used: Swift, Core Data, UI Kit, Cocoa Pods, iOS-Charts, Xcode, Photoshop

Central Co-op
IT Support Administrator

June, 2013 – June, 2016
Seattle, WA

Publix
IT Implementation Field Technician

August, 2004 - June, 2013
Atlanta, GA

Education

Bachelor of Science in Computer Information Systems

DeVry University, Alpharetta, GA

Work Samples

K-8 digital lesson player

https://www.secondstep.org/sample-lessons

GenCon mobile app

https://apps.apple.com/us/app/gen-con/id1382454840

DiaboGolf mobile apps

https://apps.apple.com/us/app/diablo-golf-handicap-tracker/id379850759
https://play.google.com/store/apps/details?id=com.diablo.ghin&hl=en_US&gl=US