Josh Henry
Senior Software Engineer

developer@joshhenry.info
Seattle, WA 98115

Skills

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

Experience

Committee for Children
Senior Software Engineer I

May, 2019 – Present
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 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.

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, Yarn, 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.

Fall Guy Consulting, LLC
Mobile Software Engineer

July, 2017 – May 2019
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:

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.

Vacations Booking App

Technologies used: React, JavaScript, Node, Express, SOAP, XML, Node Package Manager, VSCode, Amazon Web Services

- A React web app that allows website visitors to browse curated vacation packages and book their flights and hotel stays.
- Developed a node server that uses Express to send requests to the TravelPort API using SOAP and XML. Flight data and other data are sent to the web app for consumption and display.

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

- An inertial spinning wheel UI control that allows for selection of an item.

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

- A meditation and relaxation timer that lets the user to choose a duration, background sound, and drag & drop checkpoint sound effects onto a timeline.

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

- Uses the Forecast.io API to display the weather for the current location or a user-specified location.

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

- The player is presented with a photo of a city skyline and has to guess which city is displayed.

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

- Helps aquarists keep track of their aquarium water chemistry, inhabitants, and equipment.

Central Co-op
IT Support Administrator

June, 2013 – June, 2016
Seattle, WA

Worked alongside the IT Manager to preside over the IT needs for a natural foods cooperative in the heart of Seattle with over 120 employees and a governing board of ten trustees. Administered the three-site, twelve-department business' network, e-mail, active directory, file and print services, and phone system. Established all new IT infrastructure while expanding the Co-op's systems to a newly acquired store in Tacoma, WA.

Publix
IT Implementation Field Technician

August, 2004 - June, 2013
Atlanta, GA

Worked with a small team to install, upgrade, and service all computer systems for 131 Publix supermarkets in a 4 state district. Coordinated on-site with communications contractors, electricians, and construction crews to implement technology in new stores and relocate equipment for remodels.

Education

Bachelor of Science in Computer Information Systems

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