

Henry Heffernan

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Education

Rensselaer Polytechnic Institute
Bachelor of Science in Computer Science

Troy, New York
Fall 2018 - Spring 2022

Relevant Coursework: Data Structures, Intro to Algorithms, Foundations of Computer Science, Software Design and Documentation, Principles of Software, Database Systems, Intro to Artificial Intelligence, Network Programming, Operating Systems, Programming Languages, Computer Organization.

Experience

Hover
Front End Engineer

hover.gg
Summer 2020 - Fall 2021

Targeted towards online content creators and streamers looking to build a brand, Hover is the home of over 150K users. Written in Typescript using React, React-Native, Framer, Express, and Redux.

- Architected and engineered the vertical scrolling discover player which, at its daily peak, was responsible for generating over 600,000 views across 20,000 active users.
- Designed and implemented multiple features to increase app usability and user experience while ensuring the quality, maintainability and scalability of the front end as the user base grew by over 50,000.
- Coordinated major refactors targeted towards app optimization and performance resulting in a smoother user experience and accomplished by eliminating redundant re-renders and API calls by over 50%.
- Directed and executed an internal migration of 3 individual repositories to a single monorepo, greatly reducing overhead for developing new features, fixing bugs, and managing dependencies.
- Rebuilt the website with React and shared mobile app components allowing users to access a wide variety of app interactions entirely on the web, resulting in over 700,000 total site visits.

Projects

3D Interactive Portfolio Website
Creator and Sole Developer

henryheffernan.com
Spring 2022

Designed, engineered, and deployed this portfolio website from scratch using React, Three.js and AWS. Enjoy the unique and immersive 90s inspired experience by visiting henryheffernan.com.

BRACS
Team Lead and Front End Engineer

bracs.co
Fall 2021 - Spring 2022

Supervised and developed the front end of bracs.co, a beautifully simple and effective bracket creation and management engine. Written in Typescript using React and deployed using AWS Elastic Beanstalk.

- Managed the project and team members by conducting bi-weekly stand-ups.
- Architected bracket view UI using React Flow and custom bracket data types built from binary trees.
- Created conversion algorithms to serialize bracket tree data to allow for saving in the cloud.
- Implemented bracket generation utilities which employ gray code for proper team seeding and placement.

Skills

Language Proficiency

Python • Typescript • JavaScript • Java • C++ • C • C# • SQL • Haskell • HTML5 • CSS3 • PHP

Web Development & Frameworks

React.js • React Native • Three.js • Redux • Node • Express • Jest • Framer • React Navigation