

HENRY SISSAC

Web Designer/Developer

shenrys.com | thesissach@gmail.com | 360-518-9374

Twitter: @henrysissac |

Technical Skills

- C Programming
- JavaScript/jQuery
- Unity
- ReactJS
- HTML5/CSS3
- UX/UI Design
- Adobe Creative Suite (Illustrator, Photoshop, InDesign, Premiere Pro)

Essential Skills

- Creative Writing
- Technical Writing
- Oral Presentation
- Team Collaboration

Education

May 2020

Washington State University Vancouver

- B.A. in Digital Technology & Culture w/ Game Design Certificate
- Writing Portfolio ranked in Washington State University's 90th percentile
- GPA: 3.43

LaunchCode Summer of Code Bootcamp (2016) Certificate of Achievement

Professional Experience

Parks for Clark: A Digital Reimagining (Sept. 2019 - Present)

bit.ly/dtccdmcc

Web Developer

Production of a website, videos, and social media plan for the Park Foundation of Clark County

- Designed and coded the Parks Foundation of Clark County's website
- Collaborated with several teams to produce finalized product
- Presented planning and final product to clients at team presentations

The VanCougar (March 2019-Present)

thevancougar.com/

Layout Editor

Student run newsmagazine focusing on the current events at Washington State University Vancouver and the local community

- Designed page layout of the monthly VanCougar newsmagazine
- Recorded and edited the meeting minutes of the Associated Students of Washington State University Vancouver senate
- Participated in team meetings and assisted with product distribution

PokeScuffles, 2019 (JavaScript)

bit.ly/3battle3

Developer

Browser based Pokemon battle simulator

- Developed a JavaScript based version of the battle system used in the popular *Pokemon* video game series

Crystal Caves, 2019 (Unity VR Game)

bit.ly/crystawsuv

Programmer, Video Production

A virtual reality experience where users are placed within a cave to interact with the surrounding environment

- Collaborated with team to develop a VR experience within Steam VR
- Developed program functionality and scripting within Unity

Nomophobia Website, 2018 (HTML5/CSS3, JavaScript)

bit.ly/NopHonEs

Developer, Video Production

Capstone project. Informational website focused on nomophobia and its societal effects

- Designed website and video mash-up focusing on the reliance of the smartphone in the modern age

Hobbies

- Podcasting
- Landscape Photography
- Digital Illustration