

# HENRY SISSAC

WEB DEVELOPER/DESIGNER

CONTACT INFO

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

## SKILLS

### TECHNICAL

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

### OTHER

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

## EDUCATION

### B.A. Digital

### Technology & Culture

Washington State  
University Vancouver  
2018-2020

- ♦ Web Design
- ♦ Game Development
- ♦ Graphic Design

### INTERESTS

- ♦ Podcasting
- ♦ Landscape Photography
- ♦ Digital Illustration

## EXPERIENCE

### Web Developer (Sept 2019-May 2020)

#### Parks for Clark: A Digital Reimagining

[bit.ly/pfclark](https://bit.ly/pfclark)

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 using HTML5, CSS, and JavaScript
- » Developed website mock-ups for clients and teams to ensure quality control and client satisfaction before project development phase.
- » Collaborated with multiple project teams to produce and present final website designs before site launch

### Layout Editor (Mar 2019-May 2020)

#### The VanCougar

[thevancougar.com](https://thevancougar.com)

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

- » Constructed and produced all spreads for monthly newsmagazine publication geared towards engaging the Washington State University Vancouver population
- » Recorded and formatted video production for the meeting minutes of the Associated Students of Washington State University Vancouver senate
- » Reviewed and resolved discrepancies on documents

### Programmer, Video Production

#### Crystal Caves (Unity VR)

[bit.ly/crystawsuv](https://bit.ly/crystawsuv)

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
- » Documented steps taken in the development process and produced detailed documentation video

## OTHER WORK

### Cashier (Oct 2018-Jan 2020)

#### Fred Meyer

- » Processed furniture orders and carry-outs
- » Collaborated with other departments in a variety of tasks
- » Operated cash registers and provided customer service