

HENRY DESROCHES

Denver-based creative developer

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exp.

Universal Mind™

INTERACTION DEVELOPER

january 2016 - june 2017

as an Interaction Developer at Universal Mind, my main responsibility was maintaining, and iterating the Universal Mind flagship site, which is a large-scale static site generation project. Prior to working at UM, the site was a legacy Wordpress project and had only been updated when other technologist resources within the company were available.



UI DEVELOPER

summer 2015 - january 2016

this was mostly designing user interface and UX improvements to web-based projects such as an existing proprietary CMS; developing HTML prototypes and UI deliverables such as wireframes and site mockups; converting .PSD mockups of new client websites to functional code; making design modifications and fixing style bugs on earlier client sites.

fusionbox

JR. PROJECT MANAGER

december 2014 - spring 2015

as a junior-level project manager, I managed web development projects, using largely agile methodologies. This meant keeping in close contact with a variety of clients, organizing meetings between clients and the Fusionbox team, and making sure clients' needs were being met on schedule.

skills

code: html5 - css3 - javascript - sass - jQuery - react - webGL - less - three.js - HTML/CSS preprocessors - gulp - webpack - ES6 - angular - git - node.js // **design:** adobe creative suite (photoshop, illustrator, premiere, lightroom, xd, indesign, after effects) - sketch - invision/craft // **miscellaneous:** - evasive drone piloting - discerning opinions about breakfast food - greyhound whispering