

THE SERIOUS-VERSION RESUME™ OF

HENRY DESROCHES, DESIGN ENGINEER

I'm a front-of-the-front-end web developer and designer, with a strong focus on accessibility, animation & interaction, and deleting code.

RECENT FULL-TIME EXPERIENCE 9 years as web developer and designer (active 2015 - present)



UX Engineer @ YouTube APRIL 2022 – PRESENT

At YouTube I've been owning Standards, the internal resource for the YouTube design system. I'm creating pages and interactive tools to educate designers on how they can maximize creative expression and usability within the constraints of the system, as well as to provide them with speedy access to resources and information like logos, palettes, fonts, marketing kits, etc.



UX Engineer @ Faculty SEPTEMBER 2019 – OCTOBER 2021

As a UX Engineer, I designed and built web experiences for a variety of clients, using technologies ranging from Python and Flask, to cutting-edge Javascript, to WebGL and GLSL. I designed solutions for a myriad clients including font foundries, law firms and cryptography startups. I focused on delivering extremely modern and interactive web solutions with a propensity for progressive enhancement and accessibility.



Design Engineer @ Promontech FEBRUARY 2018 – SEPTEMBER 2019

As a design engineer, I was primarily responsible for translating design priorities and UX principles to front-end implementation. I coded reusable, scalable components and (S)CSS architecture with a focus on accessibility, interactivity, and developer experience.



Interaction Developer @ Universal Mind MARCH 2016 – FEBRUARY 2018

As an Interaction Developer at Universal Mind, my main responsibility was maintaining and iterating the Universal Mind flagship site, as well as a few other static site generation projects.



UI Developer @ Great Dental Websites MARCH 2015 – MARCH 2016

At GDW, I was responsible for translating PSD and Sketch mockups to lively, interactive web products. I also designed multiple user interface and experience improvements to the company's CMS product.

fusionbox

SEPTEMBER 2014 – MARCH 2015

As an intern with Fusionbox, I managed web development projects, using agile and standard methodologies. This meant keeping in close contact a wide variety of clients, organizing meetings between clients and the Fusionbox team, and making sure clients' needs were being met on schedule.

RELEVANT EXPERTISE

HTML

Semantic document structure
Accessibility best practices
Static site generation/JAMStack

CSS

Modern featuresets
Performant animation techniques
Advanced SCSS/Sass
Large-scale and systemized style code
CSS methodology (BEM, SMACSS, OOCSS, etc)

JAVASCRIPT

SPA frameworks, incl. Vue, React, and Angular
Build pipelines and packaging (Parcel, Gulp, Webpack, NPM, etc)
WebGL, shaders & GLSL, & Three.js

DESIGN

UX best practices and sensibility
Design systems
Accessibility in web design
Design tooling (Figma, Sketch, Adobe Creative Suite)
Media tooling (Cinema4D, After Effects, Premiere)