

CHRIS L HENRICK

Senior Front-End Engineer | Oakland, California

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Senior Front-End Engineer with ten years of relevant experience creating web applications, UI components, UX prototypes, accessible user interfaces, and interactive data visualizations. With an **MFA in Design and Technology** from Parsons School of Design and a proven track record at **Esri**, **Google**, and **UC Berkeley**, I craft intuitive user experiences and scalable web interfaces that merge innovative design strategies with robust technical solutions. ***I drive collaboration between design and engineering teams to deliver seamless and accessible user experiences.***

Professional Experience

ENVIRONMENTAL SYSTEMS RESEARCH INSTITUTE INC. (ESRI)

Senior Software Development Engineer

08/2022 – current

Remote

- Contributing front-end engineering to Esri's [ArcGIS StoryMaps](#) and [StoryMaps.com](#) web apps utilizing a tech stack consisting of ReactJS, NextJS, CSS in JS, TypeScript, D3JS, ArcGIS JS SDK, Webpack, and Git/Github.
- Primary responsibilities include feature development, providing UI design guidance on new feature work, remediating accessibility issues, R&D prototyping using web technologies, production code reviews, and bug fixes.
- Championing accessibility by leading the StoryMaps team's Accessibility Working Group, hosting bi-weekly Practical Accessibility course discussion groups, accessibility feature development work, and providing WCAG conformance guidance in production code reviews, UI design reviews, and product lifecycle planning.
- Mentoring junior engineers on web accessibility, code quality, data visualization, and UI component architecture.

UNIVERSITY OF CALIFORNIA, BERKELEY

Application Developer III

07/2021 – 07/2022

Remote

- Full-time front-end developer and UI/UX designer at the [Geospatial Innovation Facility](#) at UC Berkeley's Rausser College of Natural Resources, working on [Cal-Adapt.org](#) and related projects that address the adaptation and mitigation of climate change for the public and private sectors in California.
- Contributed production code to the [Cal-Adapt](#) single page web application using SvelteJS, Carbon Design Svelte Components, JavaScript, TypeScript, CSS, and SvelteKit.
- Designed and developed interactive data visualizations such as multi-line/area charts and geospatial visualizations using D3JS and MapBoxGLJS that consume temporal, climate model data from the Cal-Adapt JSON API.
- Designed and developed the [Cal-Adapt: Analytics Engine](#) static website using SvelteJS, AstroJS, Markdown, CSS, JSX, Python, and Figma for creating a style guide.
- Performed an application wide UI/UX design audit of Cal-Adapt and made recommendations for visual design and usability improvements; developed mocks for suggested improvements using Figma with the Carbon Design System.

GOOGLE

UX Engineer II

09/2018 - 06/2021

San Francisco, CA

- UX Engineer, design lens, on [Google Cloud](#)'s data visualization team focusing on prototyping interactive charts, graphs, bespoke visualizations, and advocating for data viz best practices across Google.
- Focused on creating web prototypes using front-end technologies such as ReactJS, AngularJS, Web Components, TypeScript, Material Design, and D3JS to assist UX Research relating to data visualization and web accessibility.
- Contributed front-end development to internal design and data visualization tools that empowered teams at Google to be more efficient and effective with their work.
- Performed data analysis using Collab Jupyter Notebooks, Python, Pandas, and Altair for project research.
- Contributed dozens of data visualization prototypes as part of a [Google.org](#) fellowship to develop the [Health Equity Tracker](#) in collaboration with [Morehouse School of Medicine](#)'s [Satcher Health Leadership Institute](#).

Full work experience available upon request

Education

Parsons, The New School for Design

Master of Fine Art in Design and Technology
New York, NY

- MFA thesis [Am I Rent Stabilized?](#) is an interactive guide about rent-stabilization and tenants protections in New York.
- Areas of concentration in the MFA DT program included interactive geographic web-maps, interactive data-visualization, fullstack web development, UI & UX design, game design, and creative coding.
- GPA 3.91

Temple University

Bachelor of Arts in Geography and Urban Studies.
Philadelphia, PA

- Graduated Magna Cum Laude.
- Member of Gamma Theta Upsilon, National Honors Society for Geography.
- Recipient of the Henry N. Michael Prize in Geography and Urban Studies.

Certifications

Practical Accessibility

Online Course
Remote

Completed the [Practical Accessibility](#) online course on web accessibility. Topics covered included understanding different types of disabilities, WCAG conformance vs. guidance; manual accessibility testing using screen reader software such as VoiceOver, JAWS, NVDA; semantic HTML, ARIA; color contrast, creating accessible forms; common accessible UI component patterns; ARIA live regions; and Windows high contrast / forced colors mode.

Storytelling With Data: Ten Week Course

Certificate Program
Remote

Completed [Storytelling With Data](#)'s ten week online course. Topics covered included choosing and designing contextually appropriate charts, graphs, and maps for the effective communication and presentation of data, utilizing the narrative arc as an effective way to engage one's audience and create a memorable experience, and employing strong public speaking techniques with presentation design to augment storytelling.

Technical Skills

- **Programming Languages:** TypeScript, JavaScript (ES6+), CSS, HTML, Python, Bash, SQL
- **Frameworks and Libraries:** React, Svelte, Angular, NodeJS, D3JS, ArcGIS JS SDK, MapBoxGLJS, Jest
- **Tools and Technologies:** Vite, Webpack, NPM, Yarn, Git, GitHub, NextJS, SvelteKit, Markdown, Jupyter Notebooks
- **Data Visualization:** D3JS, Vega/VegaLite, Observable Notebooks
- **Accessibility:** WCAG, Semantic HTML, WAI ARIA, Screen Readers (VoiceOver, TalkBack, NVDA, JAWS)
- **Design Tools:** Figma, Sketch, Adobe Illustrator, Adobe Photoshop
- **GIS Tools:** ArcGIS, QGIS, GDAL, PostGIS, MapShaper, TurfJS

Soft Skills

- Bridging the gap between design and development teams to create technically sound, accessible, cohesive, user-friendly products to achieve product excellence.
- Providing structured feedback on accessibility and technical feasibility for UI design proposals.
- Mentoring teams on WCAG conformance and accessibility best practices.
- Coaching junior developers on front-end engineering, UI component architecture, accessibility, code quality, and automated testing.