

Henry Saniuk, Jr.

full-stack & mobile app developer

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Work Experience

The Predictive Index (Westwood, MA) 2020 - Present

Web Developer

- Building and maintaining components for use on the WordPress site.
- Building upon LearnDash to create a digital learning center.
- Integrating external marketing services like ZoomInfo, Pardot, and Chili Piper.

Museum of Science (Boston, MA) 2018 - 2020

Web and Mobile Application Developer

- Worked with over 1K web pages that accrued 7M+ unique web visits annually.
- Built and maintained Drupal templates and modules.
- Integrated Tessitura ticketing into web-based applications via Angular.
- Maintained user centric experiences across kiosks and web.

Hudl (Lincoln, NE) Summer 2015

Software Quality Analyst

- Tested features before new releases that reached 3M+ unique users.
- Created and executed test plans for mobile app releases and features.
- Provided input to the creation of product road maps.

Entrepreneurship

QuickTix (Boston, MA) 2014 - Present

CEO & Co-founder

- Built platform that has processed over \$100,000 in revenue for small theaters.
- Developed on AWS and integrated with Stripe for payment processing.
- Managed a team of developers and designers to push frequent updates.

FriendlyU (Boston, MA) 2014 - 2019

CTO & Co-founder

- Architected platform to facilitate thousands of conversations between students.
- Primary developer on web and iPhone application.
- Deployed a scalable infrastructure on AWS using RDS and EC2.
- Managed a team comprised of developers and designers.

Achievements

Best in Show - Facebook's F8 Conference Hackathon 2019

- *Human2Human* is a messenger bot to help refugees and immigrants fill out important documents, find jobs, and connect with a mentor.
- Worked within a small team of people from Columbia, Mexico, and the US.
- Used node.js to build a Facebook messenger bot backend.
- Won all three available categories for a total of \$11K and meeting with Facebook executives.

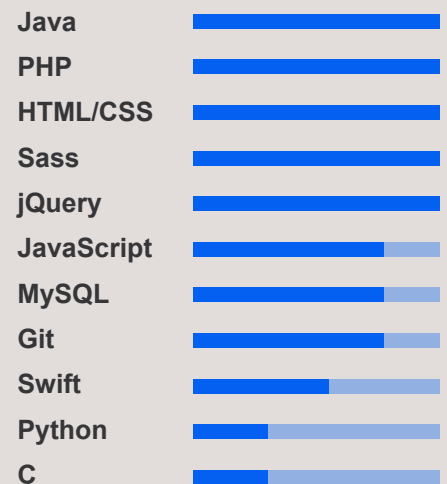
Audience Choice Award - Apple's iOS App Challenge 2016

- *Dripp* is a social app that challenges individuals to reduce their water waste by shortening their showers while listening to their favorite music.
- Used Swift to make an iOS app.

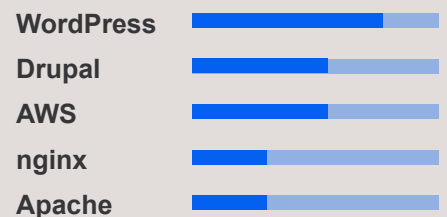
Education

Rochester Institute of
Technology (Rochester, NY)
Bachelor of Business Management
Concentration: Chinese
May 2019

Languages



Miscellaneous



Learning

React