

HENRY JONES

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EXPERIENCE

ChannelAI (fka Mushroom.gg)

Jan. 2024 – May 2024

iOS Engineer

Palo Alto, CA

- Led the pivot into iOS development, building initial functionality from idea to app store release working alongside a bare-bones team of 3.
- Coordinated with cross-functional teams to rapidly integrate bleeding-edge AI models into an accessible chat platform.
- Ensured consistent user-model interaction UX for various AI model modes (LLM, image, multimodal) through adaptable interfaces designed to meet the unique requirements and tendencies of each model.
- Built and maintained a UI component library to ensure consistency across all app interfaces.

Mushroom.gg

Mar. 2022 – Jan. 2024

Full Stack Engineer

Palo Alto, CA

- Contributed early to a Series A-funded startup to help jump-start their feed-based social site for gamers.
- Enhanced engagement by introducing new features from concept to production, integrating Postgres with React via custom GraphQL for a richer social media experience.
- Helped architect, build, and publish the Mushroom mobile app using React-Native, obsessing over feature parity to ensure a consistent user experience across both projects.

Design System Lead

Oct. 2022 - Jan. 2024

- Built and maintained color, typography, and component libraries to enable consistent UI elements across our web, mobile, and discord products.
- Spearheaded a website-wide UI update, implementing various overhauled pages including posts, profiles, user settings, and core site layout.

Union College

Sep. 2020 – Jun. 2021

UI/UX Researcher

Schenectady, NY

- Designed and implemented a research study examining users' trust response to unreliable software agents.
- Conducted A/B testing to assess the effectiveness of software agents with different levels of reliability in providing users with advice for completing a simplified virtual game.
- Collected and analyzed user interaction data to derive insights on reliability perceptions.

Tumblr

Feb. 2015

Systems Dept. Intern

New York, NY

- Assisted in the development and deployment of new system features while collaborating with senior engineers to gain comprehensive insights into system architecture and operational processes.

PROJECTS

Interactive 3D Portfolio | React, Three.js, Blender, CSS

Dec. 2021 – Feb. 2022

- Created an interactive 3D portfolio using the Three.js library, showcasing personal projects and skills, while honing rendering and optimization techniques for complex 3D assets in the browser.
- Applied 3D development skills in professional contexts, demonstrating versatility in front-end development and multimedia artistry.

EDUCATION

Union College

Schenectady, NY

Bachelor of Arts in Computer Science, Minor in Spanish

Sep. 2017 – Jun. 2021

TECHNICAL SKILLS

Languages: TypeScript, Obj-C, Swift, Java, Python, SQL (Postgres), GraphQL, HTML/CSS

Frameworks: React, React Native, Node.js, SwiftUI, UIKit

Libraries: Three.js, Framer Motion

Creative Tools: Figma, Blender, Adobe (Illustrator, Photoshop, Premiere)