Nadav Noy

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SKILLS

Ruby, Ruby on Rails, JavaScript, jQuery, React.js, Redux, Java, SQL, Git, HTML5, CSS3

EDUCATION

App Academy - Summer 2018
- 1000-hour Immersive software development course with focus on full stack web development

CSU East Bay - *BS -* ***Computer Science***   (Fall 2017)
- Graduated Summa Cum Laude with a 3.947 GPA

EXPERIENCE

Software Engineering Intern
Aquantia Corp, San Jose- June 2016 - Nov 2016

- Coded and implemented Python and C scripts to help expedite the launch of an in-house diagnostic tool.
- Modified existing software to correct errors, upgrade interfaces, and improve overall performance.
- Collaborated extensively with an engineering team located abroad to find and debug issues with network adapters currently in development.

Dead Sea Cosmetics, owner
Various shopping malls around the Bay Area- Apr 2010 - Feb 2015

- Developed and built the business from the ground up to generate 6-figure sales annually.
- Hired, trained and supervised the work of 15-20 employees, providing guidance in different sales techniques and effective customer interactions.
- Worked directly with mid and senior level mall management teams, negotiated for leases and floor space.

PROJECTS

HBO-bnb (Rails 5, React/Redux, PostgreSQL, CSS, HTML, AWS)   Live Site | Github
A RESTful, single-page app inspired by the website Airbnb
- Orchestrated complex multi-modal interface by leveraging UI state and single direction data flow in redux.
- Designed a custom search feature for looking up locations and listings by integrating the Google Maps API with a React library, providing users with immediate results and map-markers.
- Implemented the ability for users to upload their photos to the cloud by integrating Amazon S3 web-services with Ruby on Rails ActiveStorage.

NewsJunky (HTML, CSS, jQuery, JavaScript)   Live Site | Github
Browser based single-page, on demand news application
- Utilized a news API to fetch and serve read time news and headlines from around the world, based on the user's specifications.
- Designed a slick, custom dashboard using Jquery UI widgets that filter the user's preferences and update the browser accordingly.
- Developed a smooth, responsive UI using CSS3 grid system and media queries that transfers well to different screen sizes.

Zombie Splat (Node.js, MongoDB, React, A-Frame)   Live Site | Github
Virtual Reality, 3D first-person shooter game (in-progress)

- Utilized A-Frame, an open-source web framework, in conjunction with React to create an immersive environment.
- Implemented backend using Node.js to persist high-scores, and to allow for reliable and secure authentication of users.