NOAH GAFFNEY

Results-driven Computer Scientist with a strong foundation in software development, AI, and problem-solving. Excellent critical thinking skills, proven ability to manage projects from conception to completion, and a passion for innovation.

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⚙ SKILLS

`c++` `c#` `dart` `python` `unity` `github` `flutter` `adsense` `data sience` `sql` `coding` `project management` `aws` `language processing` `object-oriented programming` `problem-solving` `debugging` `attention to detail` `ui/ux` `software development` `swift` `algorithm development` `java` `programming` `unreal engine` `communication` `data science`

🖨 EXPERIENCE

JUN 2023 - MAR 2024
FRONT END INTERN
The Difference. New York
- Collaborated closely with a cross-functional team to iterate on UI designs, incorporating user feedback to enhance user experience and increase user satisfaction.
- Developed and maintained a Flutter mobile application with a focus on UI/UX, resulting in an increase to ease of use and satisfaction.

JUN 2023 - AUG 2023
AI MARKET RESEARCH
Dream Vault Capital. New Rochelle, NY
- Analyzed data to identify trends and opportunities for business growth.
- Presented research findings to senior leadership to guide decision-making processes.
- Utilized AI tools and technologies to enhance data collection and analysis processes.
- Developed and executed market research projects to gather insights on consumer behavior.

JUN 2020 - MAR 2021
CONTACT TRACER
New York State Department Of Health
- Worked with a team making calls to people in contact with positive Covid-19 cases
- Conducted comprehensive interviews with individuals diagnosed with infectious diseases to identify close contacts.
- Utilized case management software to accurately document patient and contact information, symptoms, and exposure details.
- Collaborated effectively with healthcare providers and public health officials to ensure efficient case management and outbreak control.

📖 EDUCATION

AUG 2021 - MAY 2024
SUNY NEW PALTZ
Bachelor of Science (B.S.) Computer Science

AUG 2017 - DEC 2019
CUNY HUNTER COLLEGE
Major in Computer Science

📁 PROJECTS

Used Unreal Engine to develop a game titled "Survive The Undead". Worked in a group with multiple students via git - each of us were assigned individual roles and though I wanted to work on AI because of previous experience with UI/UX I was pushed to that role.

My Tasks involved:

Screen and Transitions - assembled and carefully arranged assets to create the only project of the class that had a polished look in their loading screen along with all others (settings, credits, game over). Including dynamic buttons and tactile sounds.

Weapons/Health/Score:

Implemented round tracking, an adaptive health bar, and weapon indicators that intuitivly showed the player what they were working with at a glance.

🏆 ACHIEVEMENTS

Created the mobile game "Blast Away" -

- A mobile game designed in swift for IOS.
- The objective being to dodge as many asteroids as possible.
- Assembled a team under the title "Lame Games".

Achievements and Goals of "Blast Away" -

- Implemented game logic and user interactions.
- Conducted playtesting sessions to gather user feedback for game improvement and refine game design.
- Developed engaging game mechanics and optimized player experience for increased retention.
- Collaborated with others to design the best possible graphics, and animations for the environment.
- Collaborated with artist and sound designers to ensure the overall game design vision was achieved.

🔲 COURSEWORK

SUNY New Paltz -

- CPS 340 Operating Systems
- CPS 352 Object Oriented Program
- CPS 353 Software Engineering
- CPS 425 Language Processing
- CPS 485 Projects
- CPS 493 Data Science

CUNY Hunter College -

- SCI 111 Brains, Minds, and Machines
- PHILO 26800 Mind, Language & Cognition