

Noah Ewell

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OBJECTIVE

Proactive computer science A.S. graduate with honors seeking a software engineering position to leverage existing technical and analytical skills as well as embrace continuous learning.

EDUCATION

Weber State University

Bachelor of Science in Computer Science (Expected)

Ogden, UT

Aug. 2024 - May 2026

Salt Lake Community College

Associate of Science in Computer Sciences and Information Systems

Taylorsville, UT

May 2022 - May 2024

- Graduated with honors, and 3.7 GPA.

- Certificates of Proficiency: Software Development, Computer Science Fundamentals.

London App Brewery

Udemy Certificate: The Complete 2024 Web Development Bootcamp (Expected)

Remote

May 2024 - October 2024

- On-track to complete boot-camp and related projects by end of 2024.

WORK HISTORY

Web Developer Contract

May 2024 - Present

Pure Space Interiors

Remote

- Designed and maintained a user-friendly website and developed a relational product database for Pure Space Interiors, LLC., enhancing merchandise management and analytics through intuitive UI/UX and RESTful API integration.

PROJECTS

E-Commerce Shopping Site | *HTML/CSS, PHP, JavaScript, SQL, MySQL*

Aug. 2023 - Dec 2023

- Developed a functional e-commerce website that allows users to create an account, log in/out, browse products, and add them to their cart.
- Dynamically managed product in a user database using server-side logic and HTTP requests.
- Enhanced user experience through intuitive design and seamless functionality.

Monopoly Simulation | *Java*

Aug. 2023 - Dec. 2023

- Developed a Monopoly simulation to analyze property landing probabilities over millions of turns.
- Implemented classic Monopoly rules from scratch, including jail strategies, chance, and community chest cards, effectively translating the physical board game experience into a virtual analytical tool.
- Utilized knowledge of data structures to significantly optimize the simulation's performance, enabling the handling of large-scale data with high efficiency and accuracy.

Arduino Claw Machine | *C++ and Embedded Systems*

Feb. 2024 - Apr. 2024

- Engineered and programmed a 2' x 2' x 3' Arduino-based claw machine showcasing my ability to rapidly learn new things, and use embedded systems.
- Developed custom game logic and control algorithms in C++, optimizing machine efficiency and gameplay experience.

TECHNICAL SKILLS

Languages: Java, JavaScript, HTML5, CSS3, SQL, PHP

Frameworks: Node.js, Express.js, MySQL

Libraries: Bootstrap, JQuery

VOLUNTEERING

Programming Club Treasurer/President

Aug. 2023 - Present

Salt Lake Community College

Taylorsville, UT

- Created and hosted Java Programming Challenges to enhance coding skills among peers and showcase proficiency in explaining technical concepts.
- Led one of SLCC's largest clubs to Tier IV, authoring the club's constitution, and planning over 30 engaging meetings including with participation at community events like She-Tech and STEM-Fest.