Noah Campbell

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Education

B.C.S - [H] - COMPUTER SCIENCE - HONOURS APPLIED COMPUTING (MAJOR) | UNIVERSITY OF WINDSOR | 2016 - PRESENT BCOMM. - BUSINESS ADMINISTATION (MINOR) | UNIVERSITY OF WINDSOR | 2016 - PRESENT

· Cumulative average: 84%.

Professional Experience

COURSE DEVELOPER | UNIVERSITY OF WINDSOR | 2018 - PRESENT

- · Responsible for the development and revision of selected Applied Information Technology courses in the School of Computer Science.
- Reviews past content of similar courses to identify strengths and weaknesses of content formation and delivery in order to craft a customized teaching strategy and plan conveyed through the syllabus and tailored to the specific course.
- · Independently creates assignments, presentations, rubrics, and other evaluation components based on relevant data and currents trends.
- Extensively researches industry relevant practices from a variety of sources (textbooks, websites, etc.) to bring these techniques into the classroom giving students pertinent and job-applicable training.
- Utilizes the Blackboard Learn Learning Management Systems (LMS) to host and disseminate all content while creating an interactive learning platform with in-house surveys, discussion boards, and quizzes.
- · Topics include: Web analytics, Python scripting for beginners, Social Media Marketing and Mobile Technology for End Users.

COMMUNICATIONS ASSISTANT AND DEVELOPER | FACULTY OF GRADUATE STUDIES AND OFFICE OF QUALITY ASSURANCE – UNIVERSITY OF WINDSOR | 2018 - PRESENT

- Responsible for the development of new websites and web applications for the Faculty of Graduate Studies and Office of Quality Assurance through content management systems (Drupal), HTML and CSS.
- · Adheres to University design guidelines and the AODA to create visually appealing and functionally accessible web pages and content.
- Reviews website analytics delivered through the Google Search Consoles to identify the most popular pages and building a marketing and re-branding strategy based on the most pertinent information for students and faculty/staff.
- · Researches other graduate school websites and suggests/implements approved changes.
- · Works with faculties and department heads across the university to derive the best product possible.
- · Collaborates with the research ethics board in creating, disseminating, and evaluating ethically-sound surveys and other market research tools.
- Ensures the successful implementation of new technologies (both software and systems) in the Faculty in addition to creating and facilitating training sessions on such technologies.
- · Also responsible for creating and maintaining accessible forms used across the university using Adobe Acrobat Pro.

CAMPUS AMBASSADOR | COMMUNITECH | 2018 - PRESENT

- Responsible for leading personal development and technical workshops to improve the skills of University of Windsor Computer Science Students.
- · Travels to Waterloo head office to assist in the successful facilitation of events, competitions, and conferences.
- · Advertises Communitech around and outside the Windsor campus through events, booths, and workshops.
- · Hosts and promotes qualifying competition for the Code/Design to Win Challenge.
- · Coordinates with other Campus Ambassadors on a national scale to develop new recruitment strategies and techniques.

MENTOR | COMMUNITY LIVING WINDSOR | 2018 - PRESENT

- · Developer of educational modules on programming and game design for students with severe autism.
- Works with parents and case workers on understanding the needs and challenges of the students to craft technologies and tools that better facilitate learning.
- · Implements these techniques and tools while mentoring students on how to complete these modules.
- · Identifies strengths and weaknesses of content formation and delivery, constantly implemented concurrent changes to future modules.

WEBSITE DEVELOPER AND TECHNICAL CONSULTANT | WINDSOR VEIN CENTRE | 2017 - PRESENT

• Development lead on a brand-new website for the business, designing the content and layout from scratch using industry standard web development tools and technologies.

- · Consults with business owners on needs and specifications for content and design.
- · Provides estimates and budgets for work planned and completed.
- Led the complete overhaul of computer software and systems, creating a budget, procuring resources, and installing new equipment at the office.
- · Manages IT software and systems remotely and in-person.
- · Responsible for trouble-shooting and problem solving technical issues.

RECRUITMENT SPECIALIST | UNIVERSITY OF WINDSOR - SCHOOL OF COMPUTER SCIENCE | 2017 - PRESENT

- · Assists in the development of a recruitment website for the School of Computer Science.
- · Develops and leads open houses and seminars for potential incoming students.
- · Travels to and hosts local high schools, giving recruitment speeches and presentations to potential incoming students.

TEACHING ASSISTANT | UNIVERSITY OF WINDSOR - SCHOOL OF COMPUTER SCIENCE | 2017 - PRESENT

- Evaluates student exams, papers, and projects, adhering to a strict rubric established by the course instructor.
- · Holds weekly office hours to respond to the inquiries of students with a high degree of detail, intricacy, and effectiveness.
- · Tutors struggling students on challenging course materials to improve their overall understanding and performance in the course.
- · Liaises with professor regarding student development opportunities and challenges.

MYSCI ADVISOR | UNIVERSITY OF WINDSOR - SCHOOL OF COMPUTER SCIENCE | 2017 - 2018

- Assisted first-year students transition smoothly into university life, networking with students within their major, and connecting students with similar goals and career endeavors.
- Gave advice via email correspondence and in person meetings to two students regarding course selection and sequencing, securing tutoring resources, scheduling and time management, and future planning.

SCIENCE ACADEMY INSTRUCTOR | UNIVERSITY OF WINDSOR - SCHOOL OF COMPUTER SCIENCE | 2017

- · Created, developed, and led an introductory lecture on artificial intelligence and key programming concepts to top-level secondary school science students.
- Facilitated a series of original lab exercises to reinforce concepts learned in lectures.

TECHNICAL CONSULANT AND DEVELOPER | ONTARIO SECONDARY SCHOOL DANCEFEST | 2016

- · Assisted in the development, implementation, and maintenance of an adjudication and results generating program for the OSSDF.
- Collaborated with OSSDF Board Members and their employees to successfully run the adjudication program, adapting it to ever-changing circumstances such as new entries and recording constraints.
- Created and maintained the OSSDF website using the website development program, Joomla on a strict timeline and according to the design conditions set out by the Board's President.
- · Lead training seminars to OSSDF participants regarding the use of the website and its online registration capabilities.

CASH OFFICE SUPERVISOR | AMHERSTBURG SOBEYS | 2013 - 2018

- · Started as a cashier and cart retriever, receiving several corporate promotions eventually becoming a cash office supervisor.
- · Responsible for crew training and development programs.
- · Performed administrative tasks such as performing secure cash pick-ups, deposits, audits, safe counts, and lottery balancing.
- · Defused and solved customer issues and complaints, leaving the customer satisfied, while maintaining business practices and procedures.

Key Competencies, Awards, and Certifications

- Highly skilled in oral and written communication.
- · Strong project management, customer service, and problem-solving skills.
- · Impeccable time management, goal planning, and organization skills.
- · Capable of working successfully with a team and independently while respecting and assuming authority when appropriate.
- Very familiar with many types of software (Microsoft Office Suite, J Creator, Eclipse, Wix, Joomla, Blackboard LMS, Drupal versions 6 8, Advanced Store Workbench, etc.).
- · Familiar with the HTML, CSS, and Python scripting languages, the C Programming Language, and the Java Programming Language.
- · G Class Driver's Licence and personable vehicle available