NOAH GAFFNEY

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Summary

Detail-oriented developer and technician with a track record of bridging gaps between teams, solving complex problems, and delivering impactful results.

Experience

Micro Center — Service Technician — Yonkers, NY | Mar 2025 – Present
• Diagnose and repair hardware/software issues, including upgrades, data transfers, and OS reinstalls.
• Collaborate with cross-functional teams to meet deadlines and support complex cases.
• Provide customer-facing technical explanations and recommendations to improve satisfaction.

Micro Center — General Sales Associate — Yonkers, NY | Sep 2024 – Mar 2025
• Directed customers to appropriate specialists and coordinated smooth handoffs between departments.
• Maintained broad knowledge across store product categories to provide accurate guidance and support.

Intern — The Difference — New York, NY | Jun 2023 – Mar 2024
• Collaborated with cross-functional teams to refine UI designs, incorporating user feedback to improve usability.
• Developed and maintained a Flutter mobile application, prioritizing UI/UX to elevate user satisfaction and streamline interactions.

AI Market Research — Dream Vault Capital — New Rochelle, NY | Jun 2023 – Aug 2023
• Analyzed data to uncover trends and potential growth opportunities, presenting findings to senior leadership.
• Leveraged AI tools to optimize data collection and analysis processes.

Contact Tracer — NYS Department of Health — Remote | Jun 2020 – Mar 2021
• Collaborated with public health teams to conduct interviews, identify close contacts, and document case data.
• Maintained accuracy and confidentiality while coordinating with multiple stakeholders to control outbreaks.

Projects

• Built a self-hosted media server with NAS and Jellyfin, managing storage, streaming, and access across devices. media.noahgaffney.me
• Built and deployed a React portfolio site using Docker and Nginx, served via Cloudflare Tunnel for secure public access.
• Managed a Proxmox virtualization environment with multiple VMs and containers for isolated workloads.
• Configured Pi-hole DNS ad-blocking to improve network security and user experience across devices.
• Integrated Prometheus & Grafana for real-time monitoring and analytics of server and network performance.
• Set up a Raspberry Pi network bridge to segment and secure traffic between household and server networks.
• *Blast Away* — Created and published an iOS mobile game in Swift, implementing engaging game mechanics and conducting playtesting for refinement.

Education

SUNY New Paltz — B.S. Computer Science | Aug 2021 – May 2024
Capstone Projects:
• *Survive the Undead* — Developed UI/UX elements in Unreal Engine, including dynamic buttons, transitions, and an adaptive health bar, as part of a collaborative capstone project.
• *The Difference Internship* — Completed software development internship, presenting results to alumni and industry partners.
Research Project: Created a physical demonstration of **Hexapawn** using Tic Tacs to model machine learning and adaptive strategies.
Academic Tools: Deployed and tested web applications on the university's Linux webserver via SSH (PuTTY).

Skills

React • Linux • Git • C++ • Java • Docker • Nginx • Proxmox • UI/UX • Problem-Solving • Team Collaboration