Noah Reppert

484-636-4771 | noahreppert95@gmail.com | linkedin.com/in/noahreppert | github.com/NoahR02

EXPERIENCE

Full Stack Web Developer — May 2022 – Present
Schweb Design — *Remote*

- Develop client website per agreed upon designs and project specifications.
- Perform website maintenance to ensure that clients have the best security for their website.
- Meet with clients to ensure design requirements are met.
- Write patches for plugins and perform database backups.
- Use Git, Confluence, and BitBucket for project management.

PROJECTS

Calorie Tracker | *React, PostgreSQL, Express.js, FoodData Central API, Node.js, Git*

- Developed a full-stack web application serving a Node.js REST API with React as the frontend.
- Implemented CRUD functionality with PostgreSQL as the database.
- Utilized the USDA FoodData Central API to obtain food data.
- Implemented user authentication using bcrypt.js and cookies.

Island Generator | *Odin, OpenSimplex Noise, OpenGL, GLSL, Git*

- Developed an island generator that uses OpenSimplex Noise.
- Ported noise library into the Odin standard library.
- Contributed to the official Odin examples page.

Odin ECS | *Odin, ECS, Git*

- Developed an Entity Component System that can dynamically add functionality to objects in my game.
- Odin ECS doesn't rely on bit masks, so I can have an unlimited* amount of component types.

Game Framework | *C++, OpenGL, OpenAL, CMake, GLSL, Git*

- Developed a 2D game framework to learn about game engine development.
- Used OpenGL for high performance graphical rendering of 2D scenes.
- Implemented high performance batch renderer, scene system, ECS system, and a Physics system with Box2D.

Copy Element Text | *JavaScript, Git*

- Developed a Firefox plugin to copy element text for quick copying and pasting.

TECHNICAL SKILLS

Languages: Odin, Java, C++, SQL, JavaScript, HTML, CSS, Python, PHP
Frameworks: React, Next.js, Node.js, WordPress
Developer Tools: Git, Docker, VS Code, PyCharm, IntelliJ, CLion, Linux