

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

- Write backend code to process and integrate business data into user-facing web applications.
- Develop APIs that are secure, organized, and allow the backend to create, read, update, and delete as needed.
- Use Confluence to keep track of sprints, project progression, and project expectations.
- Use Git and Bitbucket for version control.

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, PHP

Frameworks: React, Next.js, Node.js, WordPress

Developer Tools: Git, VS Code, IntelliJ, CLion, Linux