

# NOAM BEN SIMON

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## EDUCATION

<b>Yeshiva University, Yeshiva College</b> B.S. in Computer Science, Distributed Systems Track - Minor in Music Theory Awards: Dean's List 2022-2023, 2023-2024, 2024-2025; USFCA All-Academic Scholar 2022-2023, 2023-2024	Expected May 2026 GPA: 3.74
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## RELEVANT EXPERIENCE

<b>Software Engineering Intern, Yeshiva University, New York, NY</b>	June 2025 - Present
<ul style="list-style-type: none"><li>Designed and developed major features for <i>The Rav Project</i>, a scalable platform using TypeScript, Next.js, Supabase, and Sanity, focusing on clean architecture, data modeling, and reliable user-state management.</li><li>Implemented a RESTful API layer to standardize client server interactions, improve request handling, and support secure retrieval and storage of user data through Supabase.</li><li>Defined requirements, wrote implementation plans, and shipped production features with minimal oversight, coordinating with management to align on user needs and system goals.</li></ul>	
<b>Full-Stack Intern, SuccessVariable, US-Remote</b>	July 2024 - September 2024
<ul style="list-style-type: none"><li>Built internal and client-facing applications using Next.js, TypeScript, and TinyBird, delivering responsive interfaces and scalable data pipelines.</li><li>Collaborated in small teams while independently owning feature development from planning to deployment.</li></ul>	
<b>Front-End Web Developer Intern, Bariks Health, Israel</b>	May 2023 - June 2023
<ul style="list-style-type: none"><li>Built interactive data visualizations in a self-directed role, enhancing front-end functionality and user experience using Vue.</li></ul>	

## PROJECTS

### Distributed Tablature Version Control

- Designed and built a distributed tablature storage and synchronization system, applying asynchronous patterns to support high throughput reads and writes across nodes.
- Implemented Java services coordinating real-time ingestion and propagation through Kafka, reducing expected latency and smoothing load distribution under concurrent updates.

### Portfolio Website

- Built a custom Next.js portfolio with reusable components, responsive layouts, and theme-level styling for full design flexibility.

### Rhythm Game and Level Creation Tool

- Developed core gameplay systems in Godot using GDScript, including timing logic, input processing, scoring, and visual feedback loops.
- Built an integrated level editor enabling custom chart creation, serialization, and playtesting within the same engine.
- Ran weekly planning, reviews, and task breakdowns to maintain feature velocity, code quality, and on-time delivery across a multi-member team.

## SKILLS

**Languages & Frameworks:** Java, Python, TypeScript, C, HTML, CSS, SQL, GDScript, Next.js, RESTful APIs

**Development Tools & Platforms:** Git, GitHub, Vercel, Docker, VirtualBox, Godot

**Databases & Data Management:** PostgreSQL, MongoDB, Kafka, Sanity, Supabase