

NOAM BEN SIMON

New York, NY | noambensimon.com | me@noambensimon.com | [LinkedIn](#) | [GitHub](#)

EDUCATION

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

RELEVANT EXPERIENCE

Software Engineering Intern, Yeshiva University, New York, NY June 2025 - Present

- Designed and developed major features for *The Rav Project*, a scalable platform using TypeScript, Next.js, Supabase, and Sanity, focusing on clean architecture, data modeling, and reliable user-state management.
- Implemented a RESTful API layer to standardize client server interactions, improve request handling, and support secure retrieval and storage of user data through Supabase.
- Defined requirements, wrote implementation plans, and shipped production features with minimal oversight, coordinating with management to align on user needs and system goals.

Full-Stack Intern, SuccessVariable, US-Remote July 2024 - September 2024

- Built internal and client-facing applications using Next.js, TypeScript, and TinyBird, delivering responsive interfaces and scalable data pipelines.
- Collaborated in small teams while independently owning feature development from planning to deployment.

Front-End Web Developer Intern, Bariks Health, Israel May 2023 - June 2023

- Built interactive data visualizations in a self-directed role, enhancing front-end functionality and user experience using Vue.

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