Noah Schlickeisen

noaschlick@gmail.com (512) 971-0383 LinkedIn GitHub

Education

Texas State University (TXST) Expected May 2022
Bachelor of Science in Computer Science with a Minor in Mathematics San Marcos, TX
GPA: 3.23/4.00
Relevant Coursework: Data Structures, Object-Oriented Programming, Software Engineering, Algorithms

Relevant Experience

Job Seeking App May 2021 - Aug 2021
Open source contributor Remote

- Managed the state of data to users' info throughout the website using Redux state manager.
- Contributed to designing the architecture of the different components within the React framework.
- Enhanced usability by importing and modifying components from external libraries such as Material UI.
- Established an email and password authentication system by integrating Firebase authentication.
- Shared and collaborated with colleagues through the use of source versioning on git-hub.

BurgerFi Restaurant Aug 2017 - Jan 2019
Leading Supervisor Austin, TX

- Managed groups of 3 to 6 people during service hours to help lead employees to successful shifts.
- Made sure that employees were trained up to standard in all positions of the restaurant.
- Implemented functionality on Microsoft excel sheet that provided efficient processes to store financial data.
- Conducted interviews with potential employees who were seeking job opportunities.

Personal Projects

Card Game Application Swift IOS May 2020 - Sep 2020

- Used Swift to develop an interactive card game that guides its players into doing humorous activities together.
- Incorporated Coacopods library, which helped procure animations that simulated card movements.
- Implemented design patterns that promoted clean and simple code with the use of Swift Protocols.
- Used type casting to enable the app to perform different functionality based on Card types that players draw.

Tic Tac Toe Player C++ March 2021 - Sep 2021

- Used knowledge of the min-max algorithm to create a program that can strategically play Tic-Tac-Toe.
- Created a tree data structure that generates an arbitrary number of nodes for the min-max tree algorithm.
- Fabricated functionality that can calculate heuristic values for a given circumstance in the game.
- Illustrated a report of the program's time performance, space performance, and optimal ability.

John Conway's Game of Life March 2021 - April 2021

- Developed an application that displayed the game of life in text file format using Java.
- Create a 2d array that represents the cellular automaton that follows rules that reflect the natural selection.
- Used methodology in OOP such as composition and polymorphism to create a clean code system.
- Implemented multi-threading to process each iteration within the game to produce better speed performance.
- Used strategy pattern to specify the cell objects that are located on the border of the cellular automaton.

Skills

Languages: Java, Python, C++, Swift, JavaScript, HTML, CSS
Software Development: OOP, Design Patterns, SOLID Principles, Data Structures, Data Management
Web and Mobile Dev: React, Redux, iOS (Xcode), API integration, Authentication, Git