

Noah Appleby

Developer & Designer

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noahappleby.com

Experience

Developer/Designer | Scout Studio at Northeastern University

Boston MA, Fall 2016, September 2017 - Present

- Developing within a content management system to create a custom WordPress theme for a client; key decisions informed by user research and usability testing.
- Led development of a responsive marketing website in Bootstrap built to the specifications of evolving high-fidelity wireframes based on client feedback.
- Cooperate with and educate a team of 5 designers on HTML/CSS and version control concepts to afford them direct fine control over small detail.

Head of Design & Development, Organizer | HackBeanpot

Boston MA, April 2017 - Present

- Directing development of a website for a hackathon with over 300 attendees.
- Aiding outreach efforts to 68 campus organizations from 37 local schools to increase diversity in hacker population.
- Led a board of 12 members through brand exercises to create a consistent voice for the organization in all outward communications.

Full-Stack Software Development Co-op | PowerAdvocate

Boston MA, January 2017 - August 2017

- Designed reusable Ext JS components and related back-end services for a RESTful web application on a small team of 5 developers.
- Ensured thorough test and security coverage of all developed features using unit, integration, functional and manual test practices.
- Extended co-op by 2 months to train incoming group of 7 co-ops using custom-made tutorials, pair programming and direct mentoring. **Recognized for reducing co-op onboarding time by 50% universally.**

IT Analyst, Student Supervisor | Northeastern University ITS

Boston MA, September 2015 - December 2016

- Provided technical support to over 25,000 students and faculty.
- Promoted 3 times based on customer feedback and supervisor evaluations.
- Supervised a desk of 6 employees and analyzed processes to increase efficiency and quality of service.

Selected Projects

Spill.it

Spring 2017

- Collaborated with 4 teammates to create a multiplayer game **awarded a first-place hackathon prize** based on its usage of a sentiment analysis API.
- Designed and integrated a database schema using SQLAlchemy.
- Achieved real time event-based communication between the user and server using Socket.IO on a Python web server built on Flask.

myCampus

Fall 2016

- Collaborated with 4 peers to design, develop and evaluate an iOS app which helps students discover on-campus Facebook events.
- Satisfied usability requirements through usability tests run on 13 users; tested 3 task scenarios using both paper and digital prototypes.
- Outlined project requirements using problem scenarios, personas and tasks.
- Utilized MVC in Swift to create a realistic demonstration for heuristic evaluation.

Education

Northeastern University

Candidate for a Bachelor of Science in Computer Science and Design

Boston, MA, September 2015 - Present

Expected May 2020

GPA: 3.74 / 4.00
Dean's List: Fall 2015
Spring & Fall 2016

Andover High School

Andover, MA, Sept 2011 - June 2015

President of Robotics Club

Skills

Languages

JavaScript, Java, HTML, CSS,
SQL, R, Python,
Swift, Lisp, RobotC

Frameworks

Ext JS, jQuery, AngularJS, React
Spring MVC, Hibernate ORM,
JUnit, Jasmine, Selenium,
Git, Subversion, npm,
Bootstrap, Sass, WordPress

Design Software

Sketch, Invision,
Adobe InDesign, Illustrator

Process

Agile / Scrum
Design Thinking
Usability Testing
Test-Driven Development

Interests

User Experience
Mentorship
LGBTQ in Tech
Augmented Reality
Data Science
Running
Cooking
Video Games
Cats