

---

# DAVID NOAH

---

## RECENT PROJECTS

### **RUCKUS** [GITHUB](#) | [LIVE](#)

- Built a music sharing and streaming web application, inspired by SoundCloud
- Utilized Ruby on Rails to create a RESTful API and single-page rendering using React.js
- Hand-rolled integration with Amazon S3/AWS which resulted in instantaneous playback and allows the app to scale gracefully

### **DESTINATION ASTRAEA** [GITHUB](#) | [LIVE](#)

- Constructed a Javascript/HTML5 Canvas game inspired by the Atari classic, Lunar Lander
- Generated dynamic collision detection and simulated gravity in HTML5 Canvas by using vector math for game state updates

### **CHUCKIT** [GITHUB](#) | [LIVE](#)

- Developed a Google Chrome Extension that temporarily deletes any html element on your active page
- Designed to identify most specific child element using Javascript's event delegation and iterates through all parent nodes to ensure specificity

## SKILLS

Ruby	Ruby on Rails	Javascript	React.js	Flux	SQL	jQuery
	Git	HTML	CSS	ArcGIS	AML	R Statistics

## EXPERIENCE

### **SOFTWARE ENGINEER, APP ACADEMY – 2016-PRESENT**

- Built out a functional calculator in Javascript, CSS, and HTML to provide an introduction to Javascript for incoming students
- Conducted over 100 technical Skype interviews and developed new coding prompts for the admissions process

### **MANAGER, WORLD OF BEER – 2013-2016**

- Organized day to day operations for over 40 employees
- Ensured all functions complied with health and safety regulations by providing an extreme attention to detail

## EDUCATION

### **UNIVERSITY OF MARYLAND, COLLEGE PARK, MD.**

*B.S. - GEOGRAPHIC INFORMATION SYSTEMS, 2013*

### **APP ACADEMY, SAN FRANCISCO, CA**

- Immersive full-stack web development course with a < 3% acceptance rate.
- Emphasis on Ruby, Rails, Javascript, React.js, OOP, Test Driven Development, Algorithms, Pair Programming, Time-Complexity, and Programming's Best Practices