Noah Brezel

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Front-end developer with background in mechanical design. Strong team player adept at problem solving.

SKILLS

Languages | *JavaScript, HTML, CSS, Python* - Libraries/Frameworks | *React, NodeJS, ExpressJS, React Native*

Database | *PostgreSQL, Sequelize* -   Other | *SolidWorks, Vectorworks, SketchUp, Illustrator, Photoshop*

PROJECTS

SHUFFLER | A scrambled-picture puzzle where the user attempts to re-order the image by moving cells, one by one, into the single open cell. Number of moves is tracked and logged on screen | Individual Project

 Server side app - JavaScript, HTML, CSS

FIRST STEPS | A baby-book-like site to allow parents to track their babies' first experiences. Users log in, make profiles for their children, add images and record important milestones and events. | Team project

 Full-stack app with full CRUD functionality - ExpressJS, NodeJS, Postgres, Sequelize, JavaScript, HTML, CSS

GOAL GETTER | A simple goal-setting app that allows you to break down goals down into sets of tasks that must be completed. Each user's account is password-protected so goals remain private | Pair project

 - Full-stack app with full CRUD functionality - React, NodeJS, Postgres, Sequelize, JavaScript, HTML, CSS

UNICORN DETECTOR | A whimsical mobile app that allows you to search for nearby unicorns and see a log of past unicorn sightings. The app tracks the user's location to find local weather; temperature is used as a proxy for determining which unicorn is spotted. | Individual project - *Full-stack mobile app - React Native, NodeJS, Postgres, Sequelize, ExpressJS*

RELEVANT PROFESSIONAL EXPERIENCE

DESIGNER | GYROSCOPE INC. *- Oakland, CA   2019-2020*

As part of a team, I designed five children's exhibits and playspaces with an emphasis on visitor engagement and safety, building codes, and feasibility of fabrication.

LEAD DESIGNER | GIZMO ART PRODUCTION *- San Francisco, CA   2014-2019*

Created 3-D CAD models and fabrication drawings used by our in-house team to build furniture/sculptures/exhibits. I sourced materials and tracked components with an eye for cost-savings, engineering, and environment requirements.

FOUNDER/LEAD DESIGNER | SPOKE SYSTEMS *- San Francisco, CA   2013-2014*

Designed, fabricated, and installed custom bicycle storage of five to 50 bikes for companies' employee bicycle parking, and established vendor and client relationships with companies including Greenpeace, ClifBar, and SRI.

EDUCATION

2020   GENERAL ASSEMBLY *- San Francisco, CA* | SOFTWARE ENGINEERING IMMERSIVE PROGRAM

Full-stack software engineering immersive student in an intensive, 12-week, 450+ hour program focused on product development fundamentals, object-oriented-programming, MVC frameworks, data modeling, and team collaboration strategies. During this course I developed a portfolio of individual and team projects

2006-2010   CALIFORNIA COLLEGE OF THE ARTS *- San Francisco, CA* | BFA FURNITURE DESIGN, with distinction