Noah Brezel

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Frontend web developer with background in mechanical design and excellent communication skills. Fast learner who brings a meticulous approach & diverse skillset to each project. Team player adept at problem solving and implementing a clean, responsive ui experience.

SKILLS

Languages | *JavaScript ES6, HTML, CSS, Python, GraphQL* - Libraries/Frameworks | *React.js, Node.JS, Express JS, React Native, jQuery*

Database | *PostgreSQL, Sequelize* - Other | *Sass, Bootstrap, Git, Slack, SolidWorks, Vectorworks, Illustrator, Photoshop, Excel, Agile*

PROJECTS

[SIMON](#) | Based on the classic handheld game of the same name, SIMON is a simple one-person puzzle where each round the computer adds one lit section to its pattern and you try to repeat it. Individual Project - *Frontend application - JavaScript, HTML, CSS, SASS*

[UNICORN DETECTOR](#) | Whimsical mobile web app that allows you to search for nearby unicorns and see a list of past sightings. The app tracks user's location data to find local weather from API; temperature is used as a proxy for determining which unicorn is spotted.

Individual project - *Frontend and backend mobile app - React Native, NodeJS, Postgres, Sequelize, ExpressJS*

[GOAL GETTER](#) | A simple goal-setting web 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*

[FIRST STEPS](#) | A baby-book-like web application to allow parents to track their babies' first experiences. Users log in, make profiles for their children, add images and record important milestones and status updates.

Team project - *Fullstack app with full CRUD functionality - ExpressJS, NodeJS, Postgres, Sequelize, Javascript, HTML, CSS*

[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 shown on screen. Individual Project - *Frontend application - JavaScript, HTML, CSS*

RELEVANT PROFESSIONAL EXPERIENCE

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

As part of a collaborative team, designed children's exhibits and playspaces with an emphasis on user experience, safety, performance, building codes, and basic feasibility testing of fabrication solutions.

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. Researched and sourced materials, and tracked hardware and components with an eye for cost-savings as well as engineering and environmental requirements.

FOUNDER/PRODUCT 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 for fast paced bike storage startup, 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 a technical intensive, 12-week, 450+ hour program focused on website development fundamentals, writing object oriented programming, MVC frameworks, data modeling, and team collaboration growth strategies. During this course, developed a portfolio of individual and team projects, and focused on debugging and well written code.

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

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