Noah Brezel

SF Bay Area, CA | 415.846.5645

noahbrezel@gmail.com | www.noahbrezel.com | linkedin.com/in/noahbrezel | github.com/enbre

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 | Single-player puzzle game to reorder jumbled images, built in four days | Individual Project
 - Server side app - JavaScript, HTML, CSS

FIRST STEPS | Site where parents can log in and document children's milestones | Team project
 - Full-stack app with full CRUD functionality - ExpressJS, NodeJS, Postgres, Sequelize, JavaScript, HTML, CSS

GOAL GETTER | Site where users can log in and track goals and tasks (subset of goals) | Pair project
 - Full-stack app with full CRUD functionality - React, NodeJS, Postgres, Sequelize, JavaScript, HTML, CSS

UNICORN DETECTOR | Mobile app that uses location & weather data to search for unicorns | 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*

I 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*

I 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

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