NOOK HARQUAIL

nook@harquail.com
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6211 Sudikoff Labs, Hanover NH, 03755

Updated 05/26/15

EXPERIENCE

SENIOR DESIGNER & DEVELOPER, NEUKOM DALI LAB   Sept. 2014 — Present
Design high and low-resolution mockups for websites and apps. Implement novel interfaces. Full-stack development for external clients. Mentor student members.

TECHNICAL COFOUNDER, NEBULOUS GAMES   Jan. 2014 — Aug. 2015
Released an iOS word game. Extensive development in Objective C with SpriteKit.

TECHNICAL WRITING INTERN, INFORMATICA   June 2013 — Aug. 2013
Wrote and updated user documentation using D.I.T.A. Created a series of training videos for new technical writers.

DESIGN DIRECTOR, THE DARTMOUTH   Jan. 2013 — Jan. 2014
Lead a team of 15 student designers to create all graphics and layout for the daily newspaper. Defined best practices for print and web design.

DESIGNER, GLASGOW GUARDIAN   Aug. 2012 — Nov. 2012
Created newspaper spreads and graphics in InDesign and Photoshop

TECHNOLOGY DIRECTOR, THE DARTMOUTH   Jan. 2012 — Aug. 2012
Managed 10 student developers. Overhauled the newspaper's website, creating a Wordpress theme from scratch. TheDartmouth.com serves 700k+ visitors annually.

SKILLS

ADOBE CC ●●●●●●● ○ ○
Photoshop, AfterEffects,
InDesign, Illustrator

iOS 7/8 DEV ●●●●●●● ○ ○
Swift, Objective C,
SpriteKit, SceneKit

OTHER DEV ●●●●● ○ ○ ○
HTML5, Node.js, PHP, C, C++
Java, Python

3D DESIGN ●●●● ○ ○ ○ ○
Autodesk Maya, Blender

EDUCATION

DARTMOUTH COLLEGE   Sept. 2014 — Aug. 2015
M.S. Computer Science and Digital Arts
Full-tuition merit scholarship

DARTMOUTH COLLEGE   Sept. 2010 — Jun. 2014
B.A. English Literature
B.A. Computer Science
GPA: 3.68/4.0 Cum Laude

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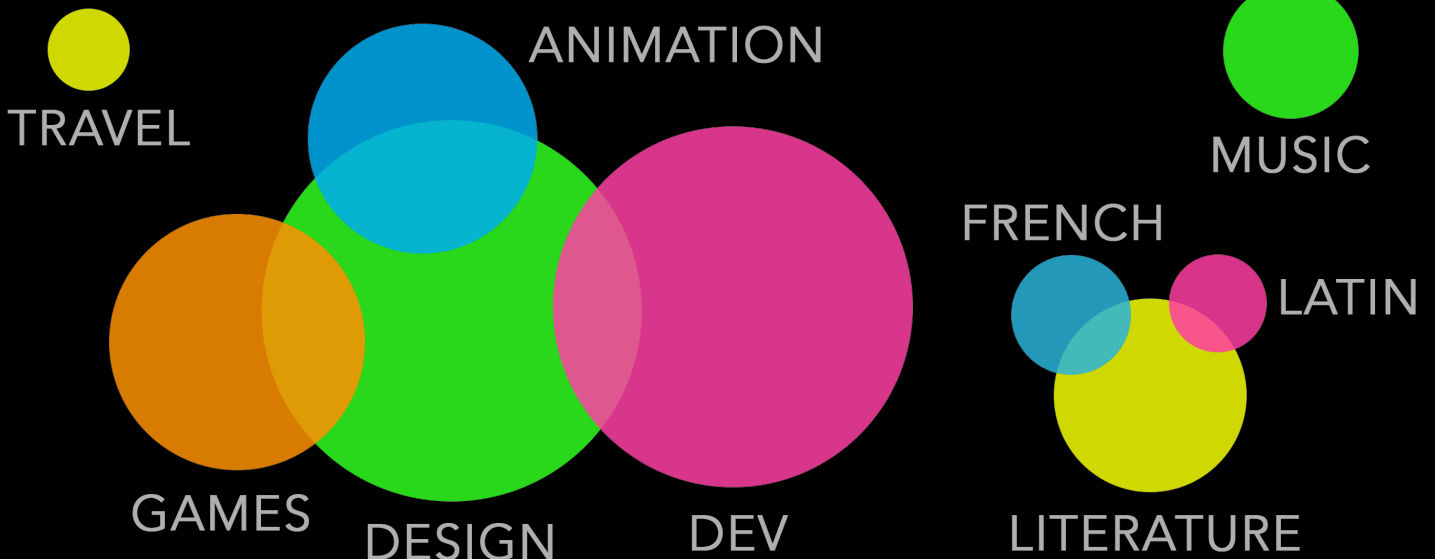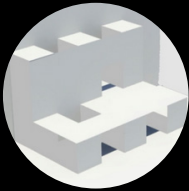802 633 - 0379
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INTERESTS

TRAVEL

ANIMATION

MUSIC

FRENCH

LATIN

GAMES

DESIGN

DEV

LITERATURE

PROJECTS

FOLDLINGS   iOS APP

A tool for creating and simulating 90-degree pop-up books with arbitrary shapes. iOS development in Swift using SceneKit. Created with Tim Tregubov and Marissa Allen. See: www.foldlings.com

WORD BLASTOFF   iOS WORD GAME

A physics-based word game, now available on the App Store. Pixel-perfect design and development with Objective C, using SpriteKit. Created with Michelle Khare. See: www.wordblastoff.com

ARBOR BIOLOGY   UNITY APP

3d visualization software for annotated phylogentic trees. I created mockups, built a parser for the tree format, and developed game components in C#. Created with DALI Lab student members.

REFERENCES

Lorie Loeb, Professor at Dartmouth College & Director at Neukom DALI Lab
lorie.loeb@dartmouth.edu
Ashlee Brinan, Documentation Manager at Informatica
abrinan@informatica.com