NOOK HARQUAIL

nook@harquail.com
802 633 - 0379
145 W 78th St, #1A New York, NY 10024

EXPERIENCE

SENIOR FRONT END ENGINEER, YIELDMO　　　**Mar. 2017 — Present**
Building user-centered mobile ad experiences. Transitioning our Javascript SDK to Typescript. Yieldmo ads reach more than 60% of smartphone users.

SOFTWARE ENGINEER, YIELDMO　　　**Apr. 2016 — Present**
Built a native SDK for beautiful, interactive mobile ads. Developed easy-to-use and performant APIs for iOS + mobile web (including AMP, DFP, AppNexus).

MAKER, VIACOM LAB　　　**Sep. 2015 — Jan. 2016**
iOS development and human-centered design in an experimental team at Viacom.

SENIOR DESIGNER & DEVELOPER, DALI LAB　　　**Sep. 2014 — Aug. 2015**
Implemented novel iOS and web app interfaces. Mentored student lab members.

COFOUNDER, NEBULOUS GAMES　　　**Jan. 2014 — Aug. 2015**
Released an iOS word game. Development in Objective-C with SpriteKit.

TECHNICAL WRITING INTERN, INFORMATICA　　　**Jun. 2013 — Aug. 2013**
Wrote and updated user documentation using D.I.T.A & created training videos.

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

SKILLS

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

iOS DEV ●●●●●●●○
Swift, Objective C, CoreGraphics, SpriteKit, SceneKit

OTHER DEV ●●●●○○○○
PHP, C, C++, Java, Python, Haskell

WEB DEV ●●●●●○○○
Javascript, Node, Typescript, HTML5

EDUCATION

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

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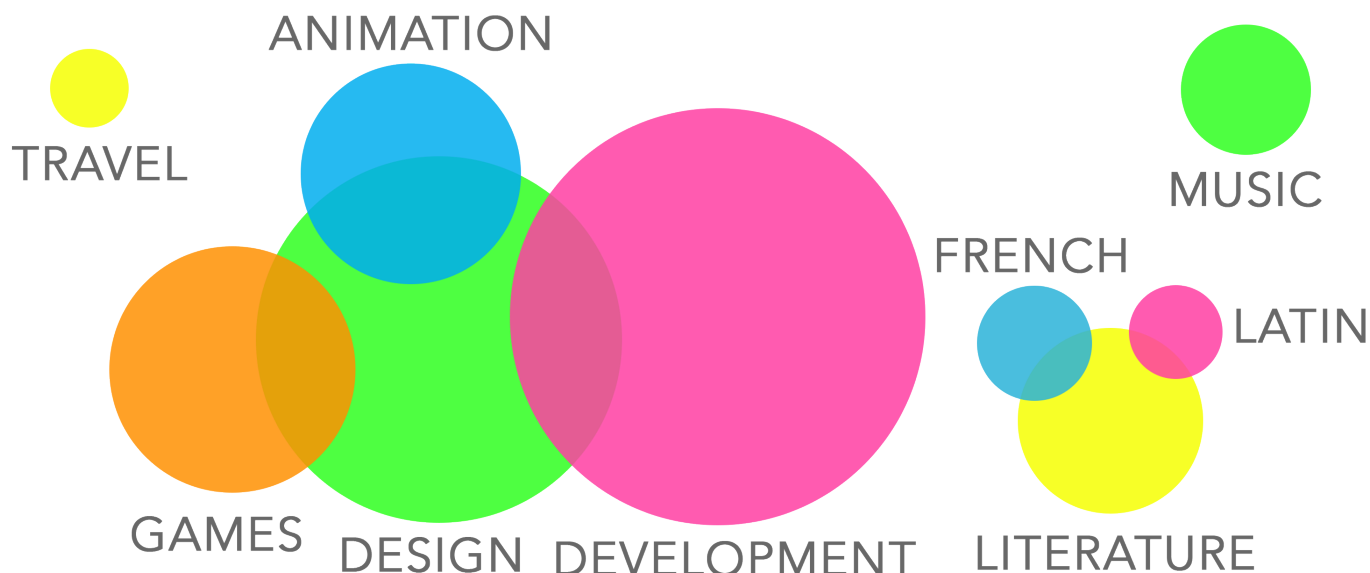B.A. Computer Science　　　GPA: 3.68/4.0 Cum Laude

PORTFOLIO AT WWW.HARQUAIL.COM

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INTERESTS

TRAVEL
ANIMATION
MUSIC
FRENCH
LATIN
GAMES
DESIGN
DEVELOPMENT
LITERATURE

PROJECTS

UNCRUSTIFIER　　　　**XCODE EXTENSION — November 2016**
I created Uncrustifier as an Xcode Source Editor Extension to help iOS developers format code. We released the plugin as an open-source project, and have been delighted to receive contributions and feedback from the community on Github.

FOLDLINGS　　　　**iOS APP — August 2015**
A tool for creating and simulating 90-degree pop-up books with arbitrary shapes. iOS development in Swift using SceneKit. Created with Marissa Allen and Tim Tregubov.

WORD BLASTOFF　　　　**iOS WORD GAME — June 2014**
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.
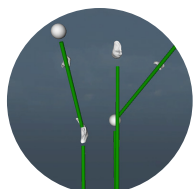
ARBOR BIOLOGY　　　　**UNITY APP — April 2014**
3d visualization software for annotated phylogentic trees. I created mockups, built a parser for the tree format, and developed game components in C#. Created with DALI Lab student members.

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