



# NOOK HARQUAIL

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6211 Sudikoff Labs, Hanover NH, 03755

Updated July, 2015

## 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

Led a team of 15 student designers to create 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** ● ● ● ● ● ● ● ●

Maya, SolidWorks, Rapid Prototyping

## 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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# NOOK HARQUAIL

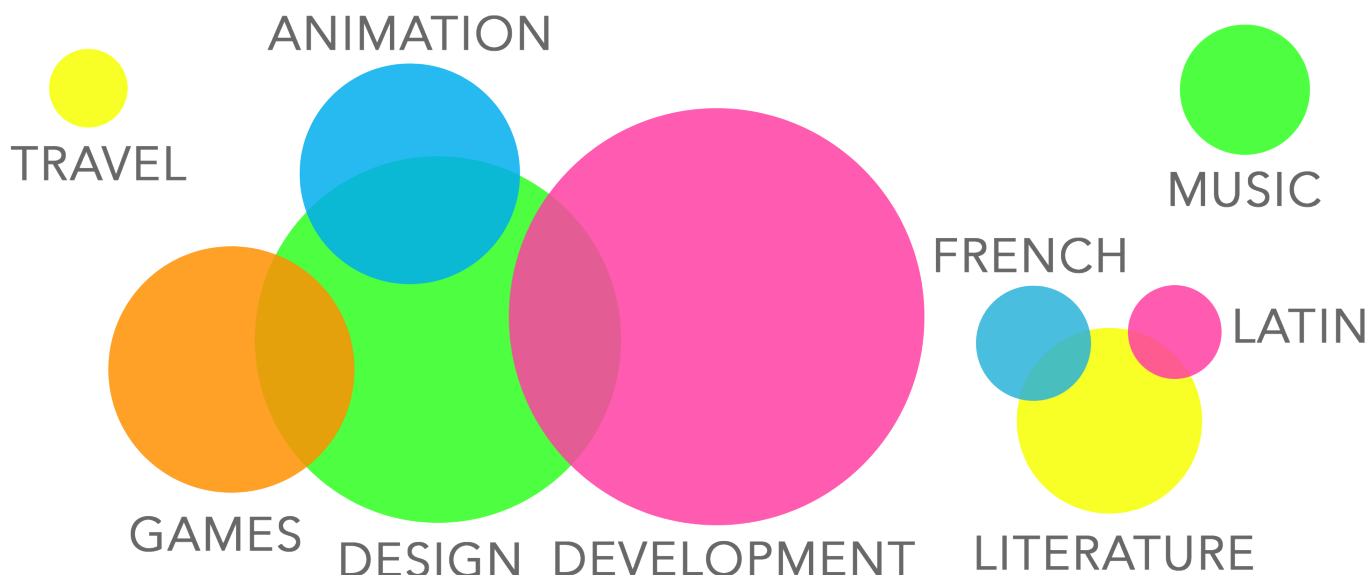
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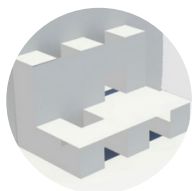
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## INTERESTS



## PROJECTS



### FOLDLINGS

**iOS APP — in development**

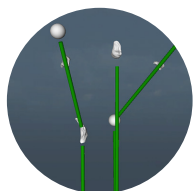
A tool for creating and simulating 90-degree pop-up books with arbitrary shapes. iOS development in Swift using SceneKit. Created with Marissa Allen and Tim Tregubov. See: [www.foldlings.com](http://www.foldlings.com)



### WORD BLASTOFF

**iOS WORD GAME — June 2014**

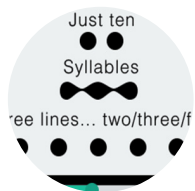
A physics-based word game, now available on the App Store. Pixel-perfect design and development with Objective C, using SpriteKit. Created with Michelle Khare. See: [www.wordblastoff.com](http://www.wordblastoff.com)



### ARBOR BIOLOGY

**UNITY APP — April 2014**

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



### DEKAAZ

**WEB APP DESIGN — May 2014**

A social network surrounding a new form of poetry. Dekaaaz is a form created by Rachel Bagby, similar to the Haiku. I made wireframes & high resolution mockups. Created with DALI Lab student members.

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