NOOK HARQUAIL

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

EXPERIENCE

SOFTWARE ENGINEER, YIELDMO   Apr. 2016 — Present

Building a native iOS SDK for beautiful, interactive mobile ads. Transitioning our web SDK to Typescript. Yieldmo ads reach more than 60% of smartphone users.

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. Extensive 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.

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 DEV ●●●●●●●○

Swift, Objective C, 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
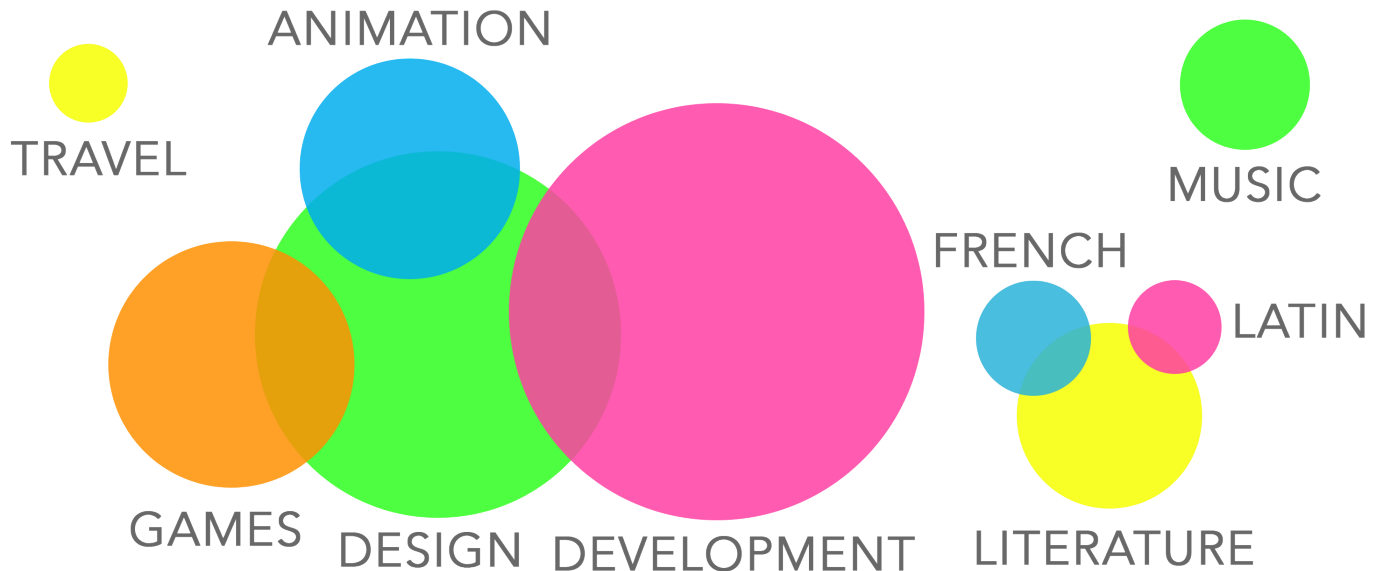
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INTERESTS

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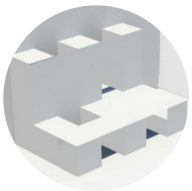
FOLDLINGS **iOS APP — August 2015**
A tool for creating and simulating 90-degree pop-up books with arbitrary shapes. iOS development in Swift using SceneKit. Created with Marissa Allen and Tim Tregubov.

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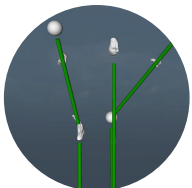
ARBOR BIOLOGY **UNITY APP — April 2014**
3d visualization software for annotated phylogentic trees. I created mockups, built a parser for the tree format, and developed game components in C#. Created with DALI Lab student members.

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