NOOK HARQUAIL

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

EXPERIENCE

MAKER, VIACOM LAB   **Sep. 2015 — Present**

iOS development and human-centered design in an experimental team at Viacom.

SENIOR DESIGNER & DEVELOPER, DALI LAB   **Sep. 2014 — Aug. 2015**

Designed high and low-resolution mockups for websites and apps. Implemented novel interfaces and developed iOS and web apps. Mentored student 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.

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
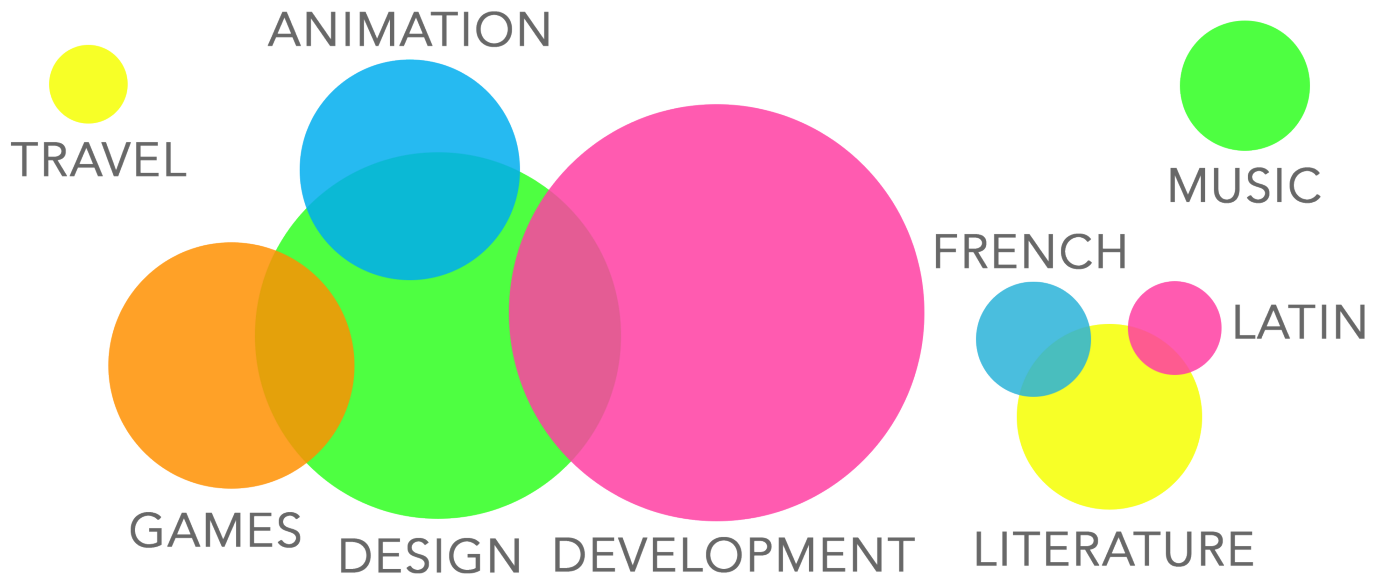
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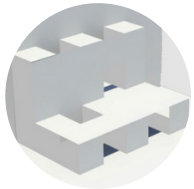
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INTERESTS

TRAVEL

ANIMATION

MUSIC

FRENCH

LATIN

GAMES

DESIGN DEVELOPMENT

LITERATURE

PROJECTS

### 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. See: www.wordblastoff.com
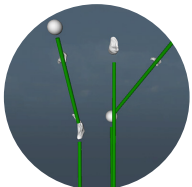
ARBOR BIOLOGY   UNITY APP — April 2014

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.
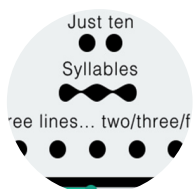
DEKAAZ   WEB APP DESIGN — May 2014

A social network surrounding a new form of poetry. Dekaaz is a form created by Rachel Bagby, similar to the Haiku. I created wireframes, high resolution mockups, and designed the user experience. Developed with DALI Lab student members.

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