NOOK HARQUAIL

nook@harquail.com
802 633 - 0379
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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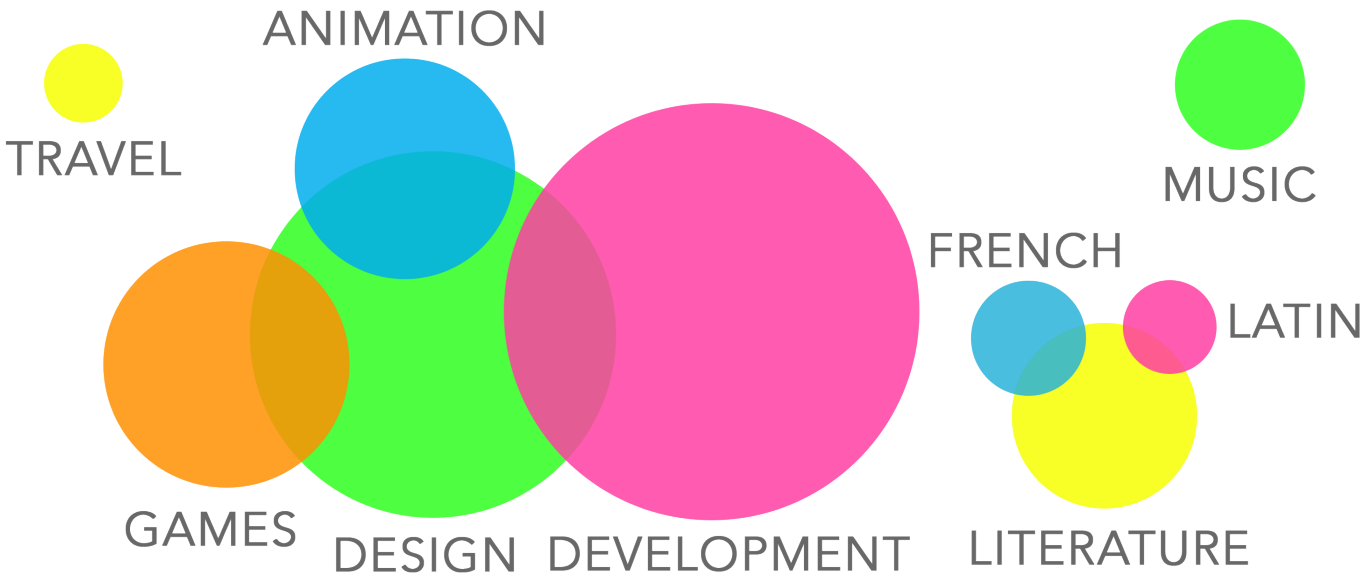
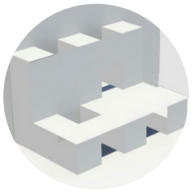
INTERESTS



PROJECTS

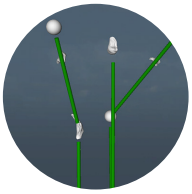


FOLDLINGS — **iOS APP — in development**

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

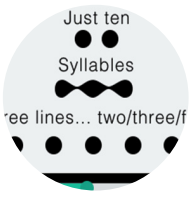
WORD BLASTOFF — **iOS WORD GAME — June 2014**

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



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 made wireframs & high resolution mockups. Created with DALI Lab student members.

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