



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



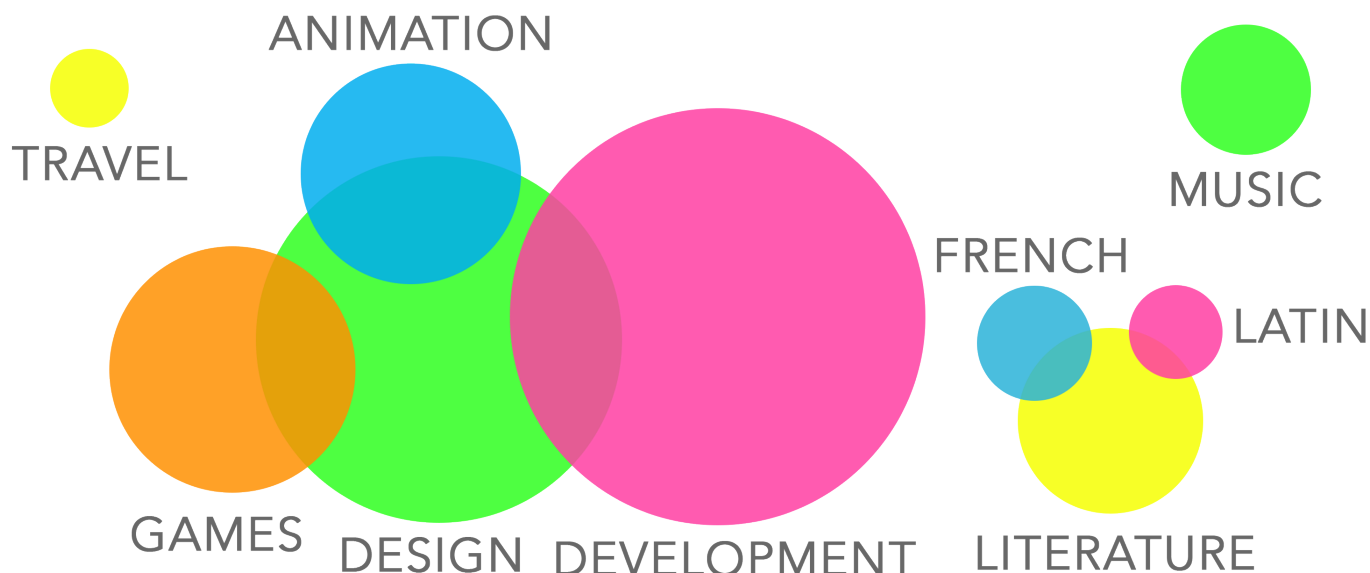
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INTERESTS



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

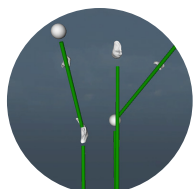
A tool for creating and simulating 90-degree pop-up books with arbitrary shapes. iOS development in Swift using SceneKit. Created with Marissa Allen and Tim Tregubov.



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