



# NOOK HARQUAIL

nook@harquail.com

802 633 - 0379

145 W 78th St, #1A New York, NY 10024

## EXPERIENCE

### 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

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

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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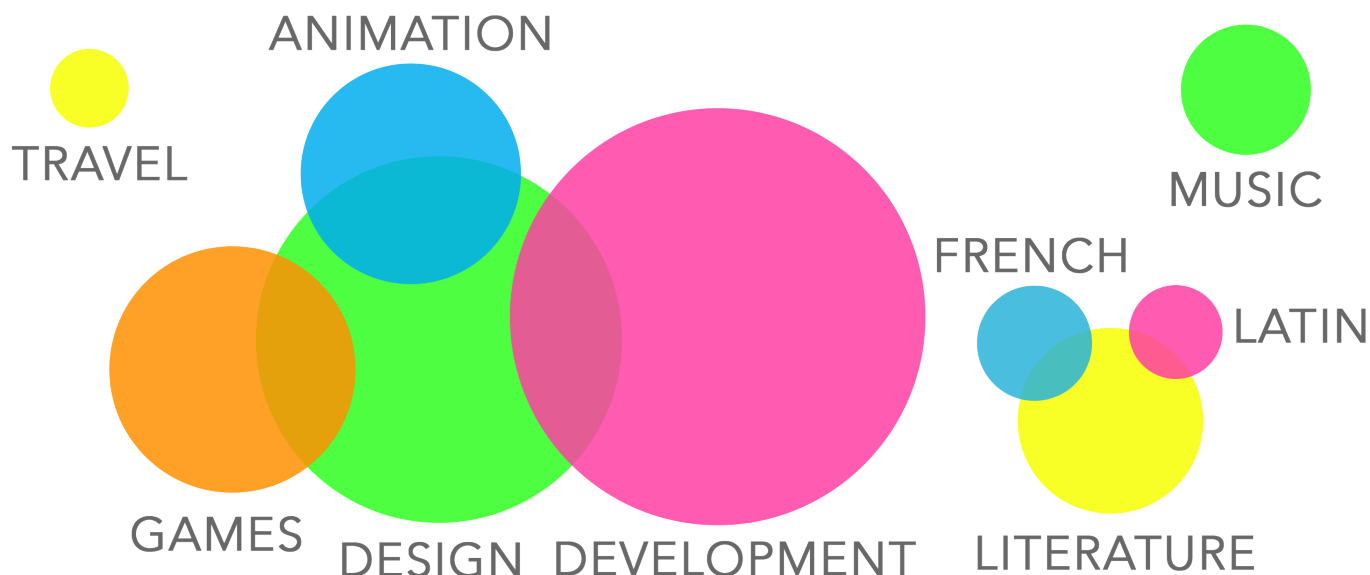
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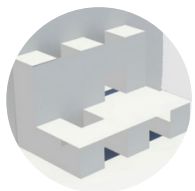
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## INTERESTS



## PROJECTS



### FOLDLINGS

iOS APP — August 2015

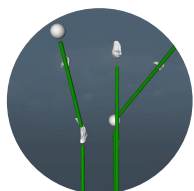
A tool for creating and simulating 90-degree pop-up books with arbitrary shapes. iOS development in Swift using SceneKit. Created with Marissa Allen and Tim Tregubov.



### WORD BLASTOFF

iOS WORD GAME — June 2014

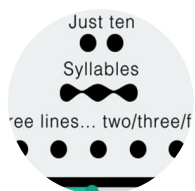
A physics-based word game, now available on the App Store. Pixel-perfect design and development with Objective C, using SpriteKit. Created with Michelle Khare. See: [www.wordblastoff.com](http://www.wordblastoff.com)



### 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 created wireframes, high resolution mockups, and designed the user experience. Developed with DALI Lab student members.

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