



NOOK HARQUAIL

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EXPERIENCE

STAFF SOFTWARE ENGINEER I, ETSY

Oct. 2021 — Present

SENIOR SOFTWARE ENGINEER II, ETSY

Sep. 2019 — Oct. 2021

Backend development for Buy on Etsy apps — including AR, video, and App Clips. Managing technical and organizational change as the company scaled 2x.

STAFF SOFTWARE ENGINEER, YELDMO

Apr. 2016 — Aug. 2019

Interactive mobile ads that reach >70% of smartphone users. I focused on code quality, repeatable process, and mentoring junior developers. Transitioned our core codebases from JavaScript to TypeScript. Interim manager for 6 engineers while we replaced the engineering director.

MAKER, VIACOM LAB

Sep. 2015 — Jan. 2016

iOS development and human-centered design in an experimental team at Viacom. Prototyped concepts that inspired future products (apps and VR experiences).

DESIGNER, DALI LAB

Sep. 2014 — Aug. 2015

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

SKILLS

WEB

PHP, JavaScript, Node, TypeScript, HTML5

iOS

Swift, Objective C, SpriteKit, SceneKit

OTHER DEV

C, C++, Java, Haskell, SQL, AWS, GCP

SOFT

Agile, Scrum, Design Thinking, Mentorship

EDUCATION



DARTMOUTH COLLEGE

M.S. Computer Science and Digital Arts
Full-tuition merit scholarship

DARTMOUTH COLLEGE

B.A. English Literature
B.A. Computer Science GPA: 3.68/4.0 Cum Laude

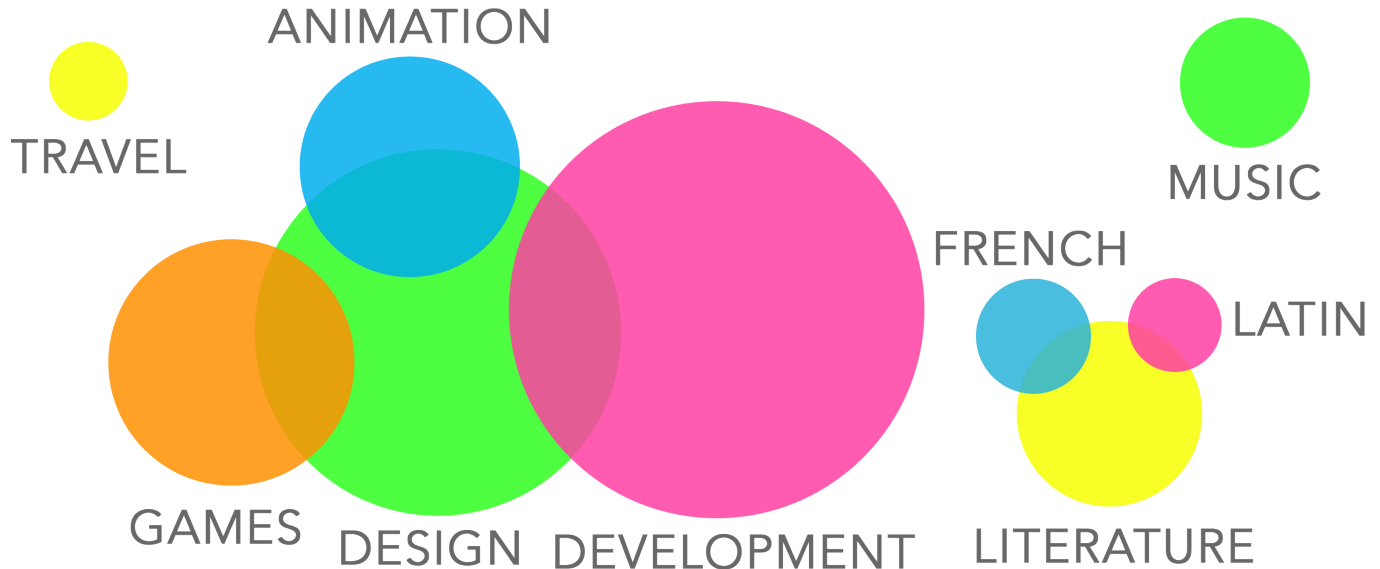
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INTERESTS



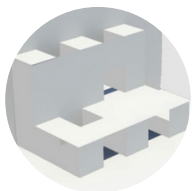
PROJECTS



KINESIS EVENTS

I led the rearchitecture of Yieldmo's events pipeline on Amazon Web Services. We use a combination of Kinesis, Lambda, and Snowflake to ingest 5B+ events/day. The system takes around a minute end to end, and reduced costs by a factor of 10.

DATA PIPELINE



FOLDLINGS

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.

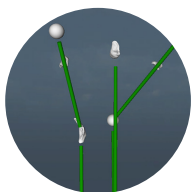
iOS APP



WORD BLASTOFF

A physics-based word game for iOS. Pixel-perfect design and development with Objective C using SpriteKit. This game featured a dynamic soundtrack affected by the player's health.

iOS GAME



ARBOR

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.

UNITY APP