



NOOK HARQUAIL

nook@harquail.com
802 633 - 0379
New York, NY 10024

EXPERIENCE

STAFF SOFTWARE ENGINEER, YIELDMO

Jan. 2019 — Present

LEAD SOFTWARE ENGINEER

Mar. 2018 — Jan. 2019

SENIOR SOFTWARE ENGINEER

Mar. 2017 — Mar. 2018

SOFTWARE ENGINEER

Apr. 2016 — Mar. 2017

We build beautiful interactive mobile ads that reach >70% of smartphone users.

I focus on code quality, repeatable process, and mentoring junior developers.

Developed easy-to-use and performant APIs for the mobile web (including AMP, DFP, MRAID, VAST). 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.

TECHNICAL WRITING INTERN, INFORMATICA

Jun. 2013 — Aug. 2013

Wrote and updated product documentation using D.I.T.A and Adobe tools.

SKILLS

WEB

JavaScript, Node,
TypeScript, HTML5, AWS

iOS

Swift, Objective C,
SpriteKit, SceneKit

OTHER DEV

PHP, C, C++, Java, Haskell,
SQL

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

PORTFOLIO AT WWW.HARQUAIL.COM



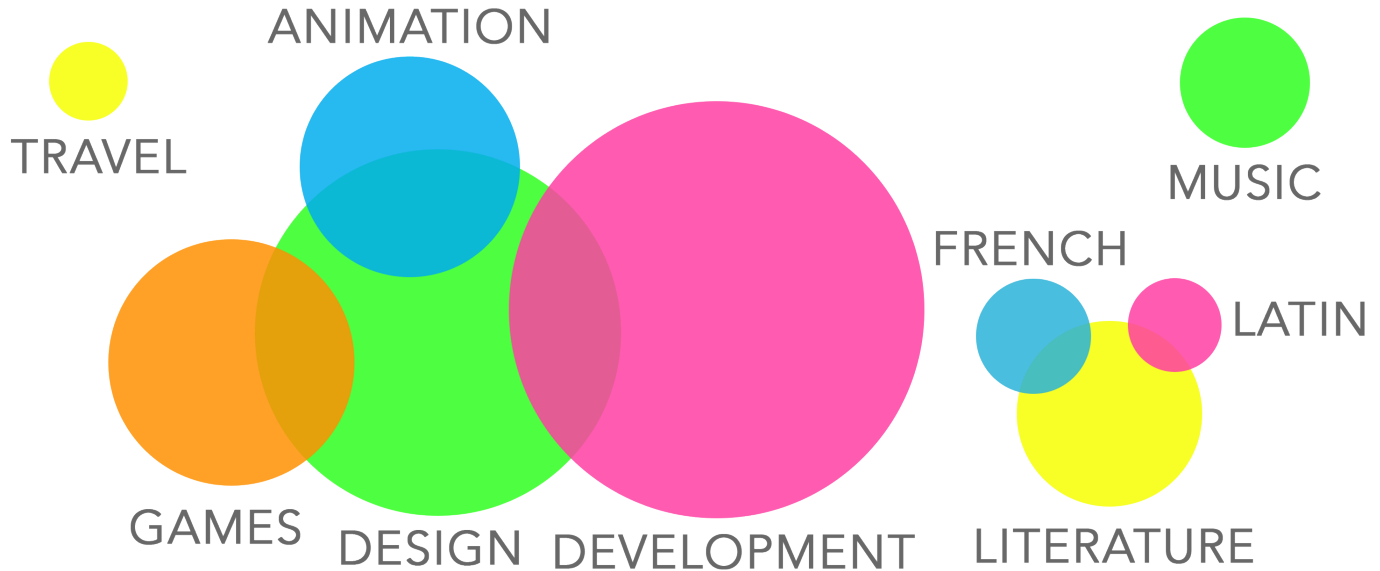
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INTERESTS



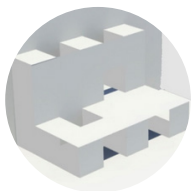
PROJECTS



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.

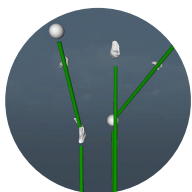
iOS APP



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 phylogentic 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