NOOK HARQUAIL

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

EXPERIENCE

SENIOR SOFTWARE ENGINEER, ETSY
Sep. 2019 — Present

Search experiences for 40 million buyers and sellers of handmade crafts. PHP back-end, iOS and Android frontend.

STAFF SOFTWARE ENGINEER, YIELDMO
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.

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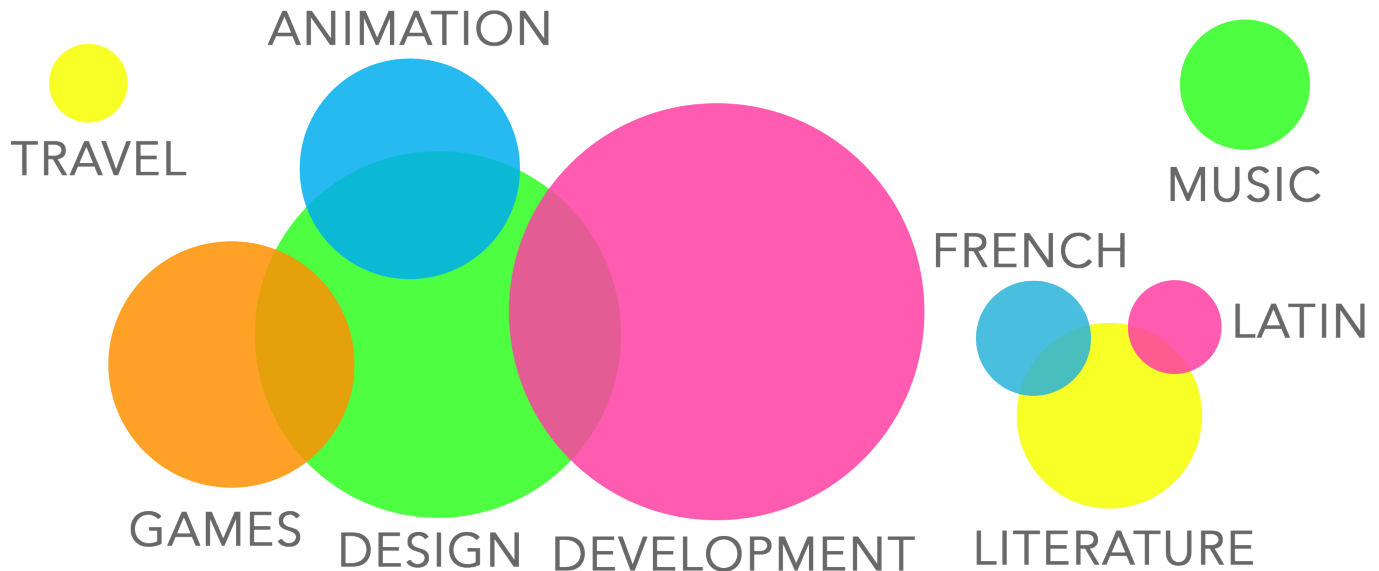B.A. Computer Science   GPA: 3.68/4.0 Cum Laude

PORTFOLIO AT WWW.HARQUAIL.COM

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INTERESTS

TRAVEL

ANIMATION

MUSIC

FRENCH

LATIN

GAMES   DESIGN   DEVELOPMENT   LITERATURE

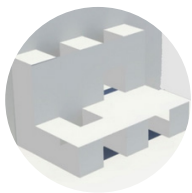## PROJECTS

KINESIS EVENTS   DATA PIPELINE

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.

FOLDLINGS   iOS APP

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.
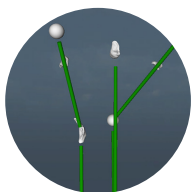
WORD BLASTOFF   iOS GAME

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.

ARBOR   UNITY APP

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.