NOOK HARQUAIL

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

EXPERIENCE

TECHNICAL LEAD, YIELDMO   **Mar. 2018 — Present**
SENIOR SOFTWARE ENGINEER, YIELDMO   **Mar. 2017 — Mar. 2018**
SOFTWARE ENGINEER, YIELDMO   **Apr. 2016 — Mar. 2017**
We build beautiful interactive mobile ads that reach >70% of smartphone users.
Developed easy-to-use and performant APIs for iOS + mobile web (including AMP, DFP, AppNexus). Transitioned our core codebases from JavaScript to TypeScript.
I focus on code quality, repeatable process, and mentoring junior developers.

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 mobile 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 product documentation using D.I.T.A and Adobe tools.

SKILLS

WEB
JavaScript, Node,
TypeScript, HTML5

iOS
Swift, Objective C,
SpriteKit, SceneKit

OTHER DEV
PHP, C, C++, Java, Haskell,
SQL

SOFT
Agile, Scrum, Design Thinking

EDUCATION

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

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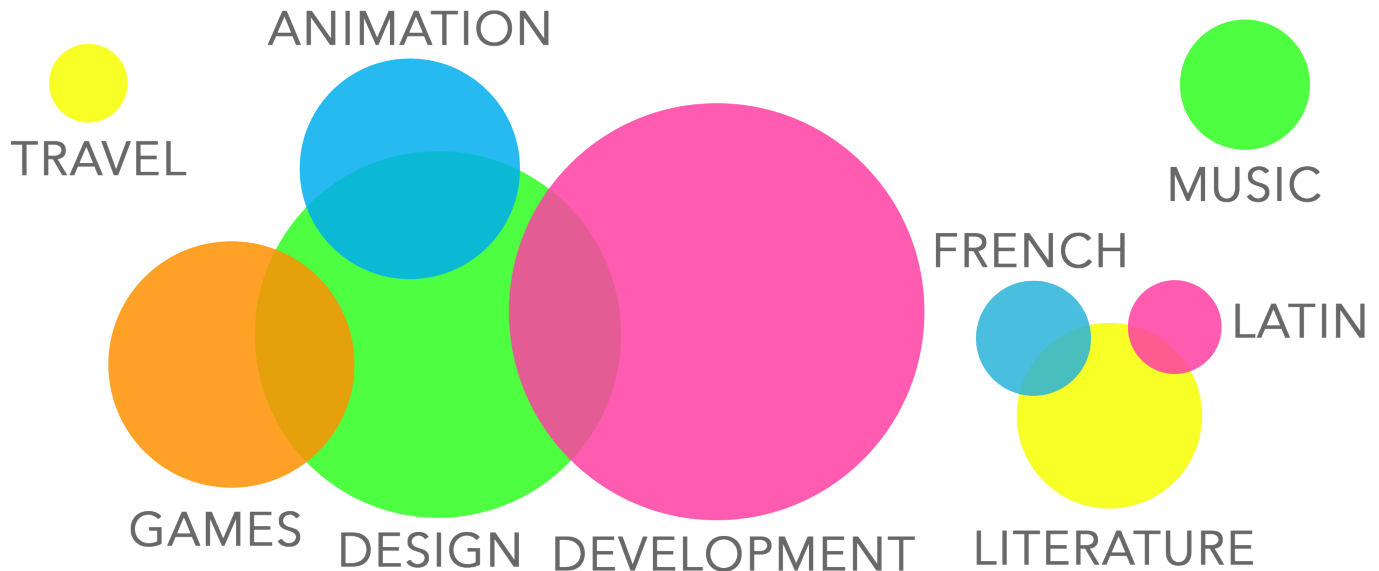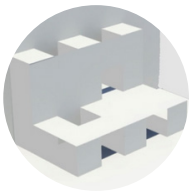B.A. Computer Science   GPA: 3.68/4.0 Cum Laude

PORTFOLIO AT WWW.HARQUAIL.COM

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INTERESTS

TRAVEL
ANIMATION
MUSIC
FRENCH
LATIN
GAMES
DESIGN
DEVELOPMENT
LITERATURE

PROJECTS

### 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 WORD GAME

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
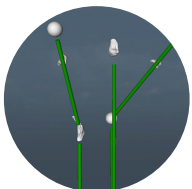
ARBOR BIOLOGY   UNITY APP

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.
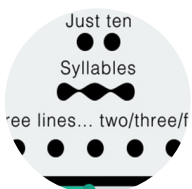
DEKAAZ   WEB APP DESIGN

A social network surrounding a new form of poetry. Dekaaz 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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