



# NOOK HARQUAIL

nook@harquail.com  
802 633 - 0379  
New York, NY 11201

## EXPERIENCE

### STAFF SOFTWARE ENGINEER, ETSY

Sep. 2019 — Present

Backend development for Etsy's 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.

### TECHNICAL WRITING INTERN, INFORMATICA

Jun. 2013 — Aug. 2013

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

## 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

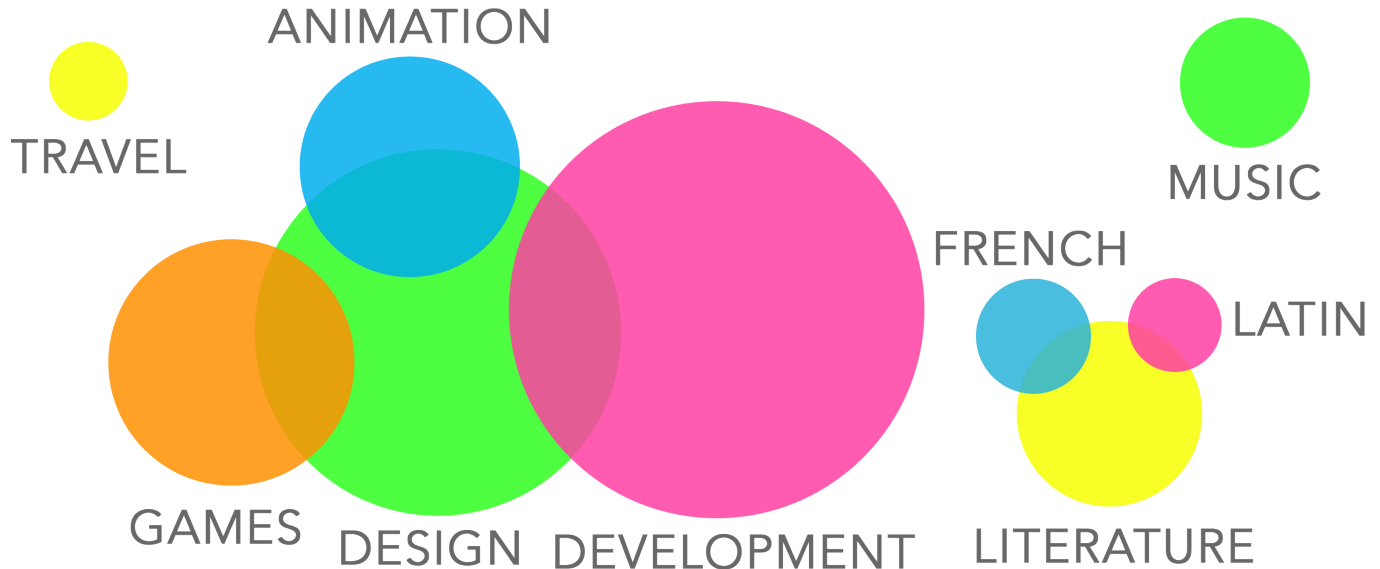
PORTFOLIO AT [WWW.HARQUAIL.COM](http://WWW.HARQUAIL.COM)



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## INTERESTS



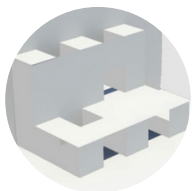
## PROJECTS



### 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.

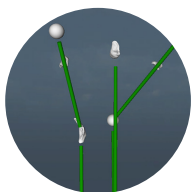
### iOS APP



### 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 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