Jack Noble

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jacknoble.github.io (portfolio) | github.com/jacknoble | linkedin.com/pub/jack-noble/78/202/302

Recent Projects	**Projectsherpa.io**

Projectsherpa.io

A single-page Basecamp clone written with Rails and Backbone over a week and a half. Uses polymorphic associations, and a series of subviews to create rich user experience.

- Live at http://projectsherpa.io
- Source at http://github.com/jacknoble/projectsherpa

CoffeeDate

A Meetup.com for lonely people hanging out in coffee shops. Uses Rails, Redis, Backbone, several Google APIs, and multithreading to get around Google's performance restrictions.

- Live at coffeend.herokuapp.com
- Source at https://github.com/jacknoble/coffeend

RubyChess

A modular, object-oriented Chess game in Ruby. It uses inheritance and Ruby's Vector class in interesting ways.

- Source at https://github.com/jacknoble/ruby_chess

Serpentine

A playable "Snake" game written in JavaScript.
- Live at http://jacknoble.github.io/serpentine
- Source at https://github.com/jacknoble/serpentine

Skills

- Ruby
- Ruby on Rails
- JavaScript
- Backbone.js
- Node.js (learning)
- jQuery
- SQL
- Rspec
- TDD
- CSS

Experience

Contract Researcher and Editor

Washington DC | 3/12-10/13

Freelanced on a variety of research and writing projects including cognitive science and congressional politics. Coauthored paper on cognitive bias that included detailed literature summaries and evaluations. Cultivated my talent for learning new fields extremely fast.

Education

App Academy | 2014

Intensive, selective, full-stack web development program. 12 weeks, 80-90 hour weeks of pair-programming, object-oriented design patterns, SQL, Rails, JavaScript, data structures and algorithms.

BA, Philosophy | Georgetown University | 2010

Coursework: Cognitive Science, Symbolic Logic, Modal Logic, C++, Philosophy of Science, Semantics and Pragmatics