Jonathan Noble

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Determined and collaborative Software Engineer with proven experience in prominent fields such as Software Engineering, Web Application Development, Natural Language Understanding and Cloud Engineering. Strong expertise in delivering features for full-stack applications to integrate to well-constructed capabilities and products. Flexible to learning technologies and skills on-demand.

– EXPERIENCE –

01/2020 - Present

Fidelity Investments Ireland: Software Engineer | Member of a cross-functional team that manages Fidelity's phone systems leveraging an interactive voice response (IVR) with the aid of enhanced NLU engineering

- Developing state-of-the-art features for data providers with NodeJS framework and GraphQL
- Building and maintaining RESTful web services and microservices on Dockerized Java applications with Spring
 Boot framework, hosted in AWS
- Coverage implementations with Unit Tests, E2E, SonarQube
- Adoption of CI/CD with Stash Bitbucket, Jenkins, Udeploy, Veracode, Cloud Governance Gate, Artifactory
- Exercising Agile Scrum methodology with the help of Jira
- Supporting application installs for two different platforms
- Initiating and providing mentorship on development learning, knowledge transfer and installs
- SRE automation of creating an Observability dashboard in Datadog
 - Taking the lead on development of shell script to Python migration utilizing Datadog API
 - o Presenting the work to SRE directors, SRE VP and WI Head of Technology (CIO)
 - o Application is currently being used enterprise-wide
- Angular Hackathon developing an MVP1 application within a week to replace a legacy user configuration
- AWS Cloud Practitioner Certificate achieved

09/2018 - 04/2019

Bachelor's Final Year Project: "SpotiFace: Mood-Based Music Player using Facial Expression Recognition" |
A web application that recommends a playlist corresponding to the user's captured facial expression.

- Developed in ReactJS and NodeJS with Spotify's RESTFUL API i.e. Spotify Web API implemented
- Integration of the web application with the ML model for mood prediction using Python & Flask

11/2017 - 02/2018

Group project during the Erasmus: "Virtual Reality World" | A VR World developed in Unity C#.

- Scrum Master and Developer of the project keeping everyone on track with weekly sprints
- Successfully allow the user to roam around the terrain and finish the game objective using GoogleVR

—— EDUCATION ———

09/2015 - 05/2019

Dublin Institute of Technology (Technological University Dublin) - B.Sc. in Computer Science International

09/2017 - 07/2018

Darmstadt University of Applied Sciences - B.Sc. European Double Degree in Computer Science

– TECHNICAL –

Languages:

Proficient in JavaScript, Java, Python. Familiar with GraphQL, SQL, NoSQL, PostgreSQL, C, C#, Prolog, Shell.

Technologies:

Experienced in NodeJS, ReactJS, Angular, Spring Boot, Spring, Git, Unity, Anaconda3, Jupyter Notebook. **Familiar** with AWS, Docker, Flask, Arduino, Android, .NET, Kali Linux, MongoDB, Processing, Keras, Tensorflow.

—— ACHIEVEMENTS ——

08/2018

B1 level certificate of proficiency in German

10/2017 - 04/2018

Class Representative of Double Degree class

09/2016

Runner-up at BioPharma Ambition Hackathon by MIT's Hacking Medicine & DCU Alpha

2012 to 2017

Youth Leader at CFC – Youth for Christ