

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**
 - Managing web services and building microservices-based **Java** applications with **Spring Boot** framework
 - Coverage implementations with Unit Tests, E2E, SonarQube
 - Adoption of **CI/CD** with Stash Bitbucket, Jenkins, Udeploy, Veracode, Cloud Governance Gate, Artifactory
 - Exercising **Scrum Agile** timeframe with the help of Jira
 - Supporting application installs for two different platforms
 - Initiating and providing mentorship on development learning, environment setup and installs
 - **SRE** – automation of creating a dashboard in Datadog
 - o 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

KEY PROJECTS

- 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, 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