Jonathan Noble

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Determined and collaborative individual with high interest in emerging fields such as Software Engineering, Web Application Development, Natural Language Understanding and Cloud Engineering. Experienced in delivering features for full-stack applications to integrate to well-constructed capabilities and products. Flexible to learning technologies 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

- Implementing new capabilities and optimizing them in data providers with **NodeJS** framework and **GraphQL**
- Develop features and rehydrate in **Java** applications with **Spring Boot** framework, **Maven** under the hood
- 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 platforms – Cognitive Computing and Voice
- Initiating and providing mentorship on development learning, environment setup and installs
- **SRE** – automation of creating a dashboard in Datadog
  - Taking the lead on development of shell script to **Python** migration utilizing Datadog API
  - Presenting the work to SRE directors, SRE VP and WI Head of Technology (CIO)
  - Application is in the planning of 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