Derek Noble

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Objective:

Aspiring Junior Mobile Developer eager to leverage Unity and Google VR skills to create immersive mobile applications for iOS and Android platforms.

Education:

Bachelor of Computer Science, Metropolitan State University of Denver, Mathematics Minor, May 2017
Web Developer Bootcamp, Ironhack Miami, July 2021

Experience:

Unity Developer Intern, Freewave Technologies
08/2018 - 06/2019, Boulder, CO
- Developed core functionality for an augmented reality directed radio alignment tool using Unity, enhancing interactive mobile experiences.
- Integrated Google VR SDK for Android and iOS platforms, optimizing performance and rendering for mobile hardware.
- Collaborated with team members to launch the tool for beta testing, ensuring compliance with platform guidelines.

Software Engineer, Proscia Inc
09/2021 - 05/2024
- Contributed to the development of Concentriq Dx by integrating advanced features and regulatory documentation, enhancing user experience.
- Refactored codebase to Vue 2 and integrated DermAl AI application, improving application scalability and performance.
- Participated in sprint planning and reviews, maintaining project documentation and contributing to codebase hygiene.

QT Game Developer Intern, Software Development Inc
07/2011 - 08/2011, Centennial, CO
- Improved procedural cloud generation algorithms for a game project using C++, enhancing visual quality and performance.
- Created tools for rapid iteration and employed meteorological modeling techniques for realistic cloud generation.

Skills:

Unity | Google VR SDK | iOS Development | Android Development | C# | Git | Mobile App Optimization | UI/UX Design in Unity | Cross-Platform Deployment | Agile Methodologies