

Noah Jorgensen

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Skills

Javascript, React and React Native

- Emphasis on cross-functional collaboration with Design and Product across many projects
- Design and implement user interfaces across clients, primarily web but also mobile (React Native)
- Focus on performance especially for dynamic or real-time features, such as animations or live video
- Data driven decision making using experimentation frameworks and measuring impact
- Build tools that increase developer productivity, primarily Javascript, Rust and Bash
- Server and backend API experience has been less a focus over the past 3 years at Twitter

Staff Software Engineer, Twitter (2016 – Present)

Tech Lead, Web Client Team, Video, Spaces, Live

- 5% increase on promoted tweets by driving and authoring Branded Hashfetti ad product ([source](#))
- 54% sign up and 28% login increase by identifying and driving logged out listening for Spaces
- Create global audio client for Spaces, voice tweets and voice message features
- Code Review Framework allowing developers to automate and scale best practices to a growing team
- Konbini and TinyRedux state management libraries to support frequent client-side state
- Built internal web app tracking commits and release trains for Twitter.com
- 3x quarterly ad spend for first view product via Branded Likes product (animated like interactions)
- 6% increase in ad spend by implementing preroll video ads generating millions in USD per month
- React rewrite of Twitter video player engine and interface into design library
- Unify Twitter and Periscope video players eliminating expensive third-party video client contract
- Lead Periscope web app, authenticated real time live video ([pscp.tv](#))
- 125x reduction in javascript bundle size with chunked webpack delivery
- 500k DAU increase by developing mobile broadcast page with inline playback
- Author experimentation framework for deterministic feature bucketing and analysis

Software Engineer, Microsoft Power BI (2015 – 2016)

- Core data visualization library used by all products across clients (Web, Desktop, iOS, etc.)
- Leverage D3 and raw javascript to implement visualizations for arbitrary slices of data
- Owned formatting, word breaking and data normalization

Software Engineer, Microsoft Office Division (2012 – 2015)

- Developed [Smart Lookup](#) utility for use in all Office web app clients (Word, Excel, etc.)
- Implemented first hero [Tell Me command](#) for word count feature in Office.com Word
- Drove changes in various projects, including telemetry logging, aggregation and reporting
- 720x decrease in dashboard query times by leveraging map-reduce query and store approach

Projects

DCSS Search (2023)

Javascript, React, Next.js, PostgreSQL

Easily find artifact items for popular roguelike game, Dungeon Crawl Stone Soup
Scrapes and parses game files using custom Javascript C++ recursive descent parser

Triple Triad (2022)

Rust, Javascript, Tauri

Simulate Triple Triad minigame from Final Fantasy XIV
Explore large search space (over 36 billion states) for optimal move on a turn

Pixel Art (2022)

Rust

Parse images data to generate pixel art using a novel color space mapping technique

Next Magic Auth (2021)

Javascript, React, Next.js, PostgreSQL

Password-less, email-only authentication flow Inspired by Magic Auth

Animal Crossing Catalog (2020)

Javascript, React, Next.js

Progressive web app for tracking and discovering items for Animal Crossing New Horizons Installs locally for fully offline searching and item cataloging

Retrolink (2019 – Present)

React Native, Javascript, Obj-C

iOS app used by friends to easily share and discuss links
Crawl links for metadata used to populate cards in client with feed, search and messaging

WAV, Solve, etc. (2016)

React Native, Javascript, Obj-C

iOS social music sharing app utilizing Soundcloud and Spotify APIs
Interactive world map with dynamic geo-shape highlighting for country, state, city, etc based on zoom
iPad app developed for elementary school students in a classroom environment
Question and Answer formats with common inputs such as numeric, text and even hand written

React Native Facebook Login (2016)

React Native, Javascript, Obj-C

Add support for the native Facebook login button on both iOS and Android
Over 1k stars on Github and peak 2k weekly downloads

Past work

SEREBRO: Software Engineering REwards for BRainstorming Online (2012 – 2015)

Researcher and Lead Engineer, University of Tulsa (2007 - 2012)

Python, Javascript, Linux, Apache, PostgreSQL, etc.

- Funded by the National Science Foundation, CreativeIT program
- Funded by United States Air Force research grant
- 4x reduction in page load time by using SRBRGraph.js authored graphing approach

Publications

Presented. N. Jorgensen and R. Gamble, "Client-Side Rendering of Collaborative Idea Networks," presented at the 2012 International Conference on Collaboration Technologies and Systems, Denver, Colorado, USA, 2012.

N. Jorgensen, et al., SEREBRO: Facilitating Student Project Team Collaboration, presented at the International Conference on Software Engineering (ICSE 2011).

"Predicting Individual Performance in Student Project Teams," M. Hale, N. Jorgensen, and R. Gamble, presented at the CSEET, 2011.

Software Engineering REwards for BRainstorming Online (SEREBRO), F. Grove, N. Jorgensen, R. Gamble, S. Sen, and B. Brummel, accepted for inclusion in the Show & Tell session of ICC10, 2010.

Some publications omitted for space and formatting

Education

- Master of Computer Science, University of Tulsa (2012)
- Bachelor of Science, Computer Science, University of Tulsa (2010)
- Mathematics minor, ConocoPhillips SPIRIT Scholar