Nick Lemoing

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Experience

Lead Software Engineer Noom 📅 8/2024 - 4/2025
- Grew GraphQL adoption from non-existent to 100s of RPS across dozens of types by hosting org-wide presentations, workshops, and info sessions
- Planned and oversaw load tests for our GraphQL backend-for-frontend service to handle spikes of 10x normal peak load
- Enabled end-to-end, multi-service testing across all Spring and Django services with HTTP header routing

Senior Software Engineer Noom 📅 8/2023 - 8/2024
- Prototyped and implemented a Kotlin-based GraphQL service to handle all of Noom's client-server communication
- Launched a system for ingesting, routing and processing events asynchronously using AWS SNS and SQS
- Contributed to a company-wide template and shared library ecosystem for creating new Kotlin-based backend services

Software Engineer Noom 📅 9/2021 - 8/2023
- Introduced on-demand beta deployments of services with CloudFormation, allowing engineers to test independently; in three years this system was extended to 20+ services and 1000+ instances were created
- Reduced iteration times by 3x and eliminated contention for shared AWS resources with a Docker-based local alternative
- Migrated backend CI/CD pipelines to GitHub Actions and reduced deployment times by 43 percent
- Implemented a developer friendly early-warning system for breaking changes made to Protobuf types using GitHub Actions

Growth and Data Engineer Intern Noom 📅 5/2020 - 12/2020
- Cut data pipeline execution times in half for JSON-based data using Redshift Python UDFs
- Implemented Noom's landing page experiment engine in Node.js, powering all traffic to noom.com
- Designed experimental front-end experiences with React

Data Engineer Intern Munich Re 📅 1/2019 - 12/2019
- Developed custom visualization, navigation and annotation components for reviewing medical PDFs in the browser
- Researched and implemented a parallelized clustering algorithm in Python to reduce dimensionality in large datasets

Software Developer Intern Bonfire Interactive 📅 5/2018 - 8/2018
- Developed new features for the core procurement app with Angular.js and Node

Selected Projects

Bicyclopedia: Interactive Bicycle Part Explorer 📅 8/2025
- Animated dozens of hand-drawn bicycle components using HTML Canvas and Javascript
- Created a pixel-based label system by manipulating images with Python and OpenCV

Generalized Knights 📅 7/2019
- Analyzed movement of generaized chess knights using BFS and Random Walk algorithms
- Implemented animated visualizations in d3 for the explorative post on my blog

Static Site Resume Generator 📅 9/2019
- Implemented a Markdown-based static site engine in Go to host my personal website and blog
- Extended the static site generator to output PDF and HTML versions of my resume from output-agnostic JSON data

Teaching and Research

Computer Graphics Research Assistant 📅 5/2019 - 8/2019
- Researched and implemented algorithms for consistent stereo 3D line drawings using C++ and OpenCV

Math and CS Teaching Assistant 📅 9/2017 - 4/2021
- Prepared and hosted one-on-one weekly review sessions for first- and second-year university students

Education

University of Waterloo Bachelor of Computer Science
- Dean's Honour List, 91 Average
- Favourite Courses: Computer Graphics, Science Fiction, Game Theory