Noah Dubitzky

https://github.com/noah-dubitzky/projects

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EDUCATION

Southern New Hampshire University — Manchester, NH
Bachelor of Science in Computer Science — May 2023
GPA: 3.9 | President's List | Magna Cum Laude

TECHNICAL SKILLS

Programming: C#, C++, Java/Javascript, MySQL, Bash Shell Scripting, Regex, HTML, CSS, Jquery, Matlab, Python
Operating Systems: Microsoft Windows
Integrated Development Environments: VS code, VS Studios, Eclipse, Kiel Studio Cloud
Embedded Systems: Arduino, The Freedom KL25Z
Gaming Engines: Phaser.js, Unity
Database Work: AWS, MySQL, Node.js, Express.js
Unit Testing: Boost Framework
Agile: Jira, Monday, Confluence
Version Control: Github, Bitbucket
Languages: Conversant in Hebrew

RELEVANT EXPERIENCE

Fullstack Software Developer Intern — May 2022 – August 2022
Fidelity Investments — Merrimack, NH
- Developed unit testing using C++ and Boost Testing Framework to analyze code coverage and optimization
- Pushed and pulled code to and from Bit bucket for safe storage on the cloud and for version control
- Utilized Scrum and agile framework daily to organize and complete tasks using Jira and Confluence

PROJECT EXPERIENCE

Grocery Store Website Senior Project – SNHU — Fall 2021 – Present
- Developed a website that creates layouts and inventory for grocery stores with a team of three
- Utilized Express.js and Node.js to connect and send queries to a MySQL database on AWS

HTML/Phaser Space Invader Game – Personal Project — September 2021
- Created a 2D space themed game with the Phaser.js game engine
- Learned to problem solve and create game mechanics using trigonometry and basic physics for the movement of projectiles and ships

3D Pong Game – SNHU — April 2021
- Wrote a 3D Pong game using C# while incorporating physics and 3D rendering with Unity Game engine

HTML/Phaser Platformer Game – Personal Project — December 2020
- Developed a 2D platformer Hack-and-Slash game that incorporated the Phaser.js game engine
- Utilized Jquery and HTML for building the site and created all pixel art with online platform

HTML/Canvas Pixel Art Creator – Personal Project — December 2017
- Utilized CSS and HTML to create an aesthetically pleasing page, allowing for different pixel colors and tools
- Incorporated Jquery and canvas for a graphical interface

ATHLETIC EXPERIENCE

Member, NCAA Division II Men's Tennis Team – SNHU — Fall 2020 – May 2023
- Developed strong communication skills while supporting and making sacrifices for the team by helping teammates with school work and showing enthusiasm during matches

ADDITIONAL EXPERIENCE

Tennis Club Instructor — June 2021 – August 2021
Shuttle Meadows Country Club — Kensington, CT
- Taught small children and teens how to play tennis while learning patience and persistence
- Managed and ran clinics with several children on a weekly basis while maintaining structure to ensure safety and productivity