NOAH LAMBERT

Portfolio: www.noah-lambert.com
GitHub: https://github.com/noah-lambert
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EDUCATION

Bachelor of Science in Computer Science   May 2020
State University of New York at Plattsburgh, Plattsburgh, New York
Minor in Robotics, Minor in Mathematics

EXPERIENCE

Front-End Developer   September 2019 - May 2020
CodingHub at SUNY Plattsburgh | Plattsburgh, New York

- Produced high-quality, clean code for both the home page and website navigation.
- Developed and supported APIs consumed by external customers.
- Assisted with maintenance and upkeep of front-end applications.
- Estimated project scope and participated in design discussions and code reviews.

Front-End Mobile Developer   Spring 2020
PlattsMap | Plattsburgh, NY

- Collaborated as a team to create an interactive Android application for the SUNY Plattsburgh campus.
- Integrated Google APIs to provide geolocation and routing for the user.
- Designed and developed software applications using Android and XML programming languages and associated frameworks.
- Accomplished project milestones and deliverables on-time with effective use of Agile methodologies.
- Helped with peer-to-peer code reviews, project planning, and timeline estimations.

C++ Developer   January 2019 – Current
SUNY Plattsburgh | Plattsburgh, NY

- Adapted class hierarchies to create a naïve banking system.
- Extended multiple interfaces to produce a simulation game.
- Learned new technologies and adopted new tools quickly to maximize performance and contributions.

Java Developer   January 2020 – Current
SUNY Plattsburgh | Plattsburgh, NY

- Developed a single player blackjack game through the use of Java classes and hierarchies.
- Corrected errors in software designs during development and after installation.
- Achieved design and development objectives by collaborating well with in-person and remote teams.

Python Developer   August 2017 – Current
SUNY Plattsburgh | Plattsburgh, NY

- Integrated Dijkstra's Algorithm into a path-finding AI bot.
- Used Gale-Shapely Algorithm to optimize the stable marriage problem.
- Created and maintained APIs to support internal app and external users.

SQL Developer   January 2020 - Current
SUNY Plattsburgh | Plattsburgh, NY

- Created tables and queries to simulate a Hospital Network.
- Improved database development with well-built models showing potential solutions and structural design.
- Minimized errors and quality control issues by enforcing consistent standards for database development.

Motion Control & Planning Engineer   Fall 2019
SUNY Plattsburgh | Plattsburgh, NY

- Designed algorithms using the C programming language to guide robot along a line for several meters.
- Developed a dead reckoning algorithm using C.
- Engineered both Wavefront and Brushfire path-finding algorithms using C.
- Tested and tuned algorithms to best fit the predefined standards for error.

PROGRAMING LANGUAGES

C++, Java, HTML5, CSS, JavaScript, C, Python, MySQL, Android/XML

OTHER SKILLS

- Proficient with Microsoft Office applications.
- Familiarity working with GitHub or other VCS.
- Experience utilizing JIRA and other issue trackers.