



# NOAH LAMBERT

Portfolio: [www.noah-lambert.com](http://www.noah-lambert.com)

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## INTRODUCTION

I am an intuitive and dependable college graduate with a degree in Computer Science and a career interest in digital engineering, cloud adoption, data and artificial intelligence and/or IoT. I am known for taking initiative, learning new tasks quickly and solving problems efficiently. I have strong technical skills with Java, C++ and Python and experience working in Agile development. I believe my prior knowledge, ability to think critically and apply previous work experience means I will be able to display a shorter learning curve and faster time-to-productivity.

## EDUCATION

Bachelor of Science in Computer Science | GPA: 3.4

May 2020

State University of New York at Plattsburgh, Plattsburgh, New York

Minor in Robotics, Minor in Mathematics

## EXPERIENCE

Python Developer

Aug 2017 – May 2019

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.

C++ Developer

Spring 2019

SUNY Plattsburgh | Plattsburgh, NY

- Adapted class hierarchies to create a naïve banking system (Deposits, Withdrawals, Account Opening/Closing, Postings, etc.).
- Extended multiple interfaces to produce a rock, paper, scissors simulation game with flowcharts, namespaces, and game logic.
- Learned new technologies (wxWidgets) and adopted new tools quickly to maximize performance and contributions.

Web Developer

Sep 2019 - May 2020

CodingHub | Plattsburgh, New York

- Produced high-quality, clean code for both the home page and website navigation.
- Assisted with maintenance and upkeep of front-end applications.
- Estimated project scope and participated in design

## Motion Control &amp; 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.

## SQL Developer

Spring 2020

SUNY Plattsburgh | Plattsburgh, NY

- Created tables and queries to simulate a Hospital Network.
- Improved simulated Hospital Network 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.

## Mobile Developer

Spring 2020

PlattsMap | Plattsburgh, NY

- Collaborated as a team to create an interactive Android application for the SUNY Plattsburgh campus. The app functioned as an all-in-one map/schedule for students where they can look up specific halls/buildings while storing their class schedule so finding where their next class is located is as simple as tapping a single button.
- 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.

## Java Developer

Spring 2020

SUNY Plattsburgh | Plattsburgh, NY

- Accomplished project milestones and deliverables on-time with effective use of Agile methodologies.
- Designed and created a web store through the use of JSP that allows authenticated users to browse a collection of items, add/remove items from their shopping cart, view cart, and checkout.
- Developed a single player blackjack game through the use of Java classes and hierarchies.
- Corrected errors in software designs during development and after installation.

**PROGRAMMING LANGUAGES**

C++, Java, Python, C, Android/XML, PHP, JSP

**OTHER SKILLS**

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