

Noah Lambert

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Summary

Highly motivated individual that excels in problem solving, organizational skills, and improving their craft. Ability to work efficiently individually or as a collaborative effort. Skilled at designing algorithms, designing and developing webpages, small hardware repairs, and developing mobile applications.

Skills

Languages: HTML5, CSS, JavaScript, Java, C, Python, Linux, C++, MySql, Android/XML, Git

Other Skills:

- Familiarity with iOS and Android mobile device hardware
- Familiarity with various game console hardware (SONY, Nintendo)
- Adept at working with Arduino and Raspberry Pi boards

Education

Bachelor of Science

Computer Science, SUNY College at Plattsburgh, Plattsburgh, NY 12901

SUNY Plattsburgh Graduate with a major in Computer Science and minors in Robotics and Mathematics (Aug. 2017 – May 2020).

Dean's List: Fall 2017, Fall 2019, Spring 2020

Experience

Coding Hub:

Club at SUNY Plattsburgh where teams of students work together using Agile methodology to develop different web-based applications.

Contributed as a front-end developer on a project called **ClubHub**. This is a React website built for the college (SUNY Plattsburgh) that provides a means for students to look up clubs, club officers, meeting, etc.

Java Project:

Console Blackjack Game

Senior Project - PlattsMap:

Using Android Framework along with multiple Google APIs, my team and I were able to build an app capable of displaying an interactive map of the SUNY Plattsburgh campus. Included in the app is a Firebase cloud storage system for the user to upload class schedule.

Arduino/Raspberry Pi:

Wavefront/Brushfire algorithms
Dead Reckoning algorithm
Line Follower algorithm

SQL Project:

Achieved a working Hospital Network Simulation by adding tables and data to a pre-existing database.

C++ Project:

Bank Simulator
Rock, Paper, Scissor Game

Python Projects:

Dijkstra Algorithm
Gale-Shapely Algorithm
UDP Client