Noah Lambert

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Portfolio: www.noah-lambert.com

GitHub: https://github.com/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

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 website built for the college (SUNY Plattsburgh) that provides a means for students to look up clubs, club officers, meeting, etc.

Senior Project - PlattsMap:

- An android app that displays an interactive map of the SUNY Plattsburgh campus, plus cloud storage for a class schedule

Arduino/Raspberry Pi:

- Wavefront/Brushfire algorithms
- Dead Reckoning algorithm
- Line Follower algorithm

Python Projects:

- Dijkstra Algorithm
- Gale-Shapely Algorithm
- UDP Client

Java Project:

- Console Blackjack Game

SQL Project:

- Using a pre-established database, I added tables and data that simulate a Hospital Network

C++ Project:

- Bank simulator
- Rock, Paper, Scissor Game