

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

Programming: 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

<p><u>Coding Hub:</u></p> <p>Club at SUNY Plattsburgh where teams of students work together using Agile methodology to develop different web-based applications.</p> <p>Contributed as a front-end developer on a project called <u>ClubHub</u>. 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.</p> <p><u>Java Project:</u></p> <p>Console Blackjack Game – Using java class structure I created a single player blackjack simulation.</p>	<p><u>Senior Project - PlattsMap:</u></p> <p>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.</p> <p><u>Python Projects:</u></p> <p>Dijkstra Algorithm</p> <p>Gale-Shapely Algorithm</p> <p>UDP Client</p>	<p><u>SQL Project:</u></p> <p>Achieved a working Hospital Network Simulation by adding tables and data to a pre-existing database.</p> <p><u>C++ Project:</u></p> <p>Bank Simulator</p> <p>Rock, Paper, Scissor Game</p> <p><u>Arduino/Raspberry Pi:</u></p> <p>Using a Raspberry Pi operating system, I designed algorithms for the Arduino that were capable of navigating a KIF robot along a line (Line Follower), locate how far the KIF bot has moved in relation to the starting point (Dead Reckoning), and determine the best route to a goal on a Cartesian Grid (Wavefront & Brushfire Algorithms).</p>
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