

Noah Lopez

Software Engineer

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<https://noah-lopez.github.io/portfolio/>

Education

UC Berkeley | 2014-18
Computer Science - BA
Theater - Minor

Technical Skills

DevOps Tools

Git Bitbucket Gitlab
Perforce P4 Swarm
Teamcity Ansible Docker

Programming Languages

C++ Java
Batch Powershell Python

Web Development

HTML CSS JavaScript
Node.js MongoDB Redis

Work Experience

Naughty Dog | 2022-Present

Core Tech Programmer (Automation)

- Contributed to the Last of Us Part 1, Last of Us Part II Remastered, and the studios forthcoming project
- I primarily worked on the following while at the studio: Asset Builds, Automated Testing, Build Pipeline and Release Packages
- Built / Maintained studios FIRST automated testing system for Playstation 5 / PC
- Introduced configuration management to the studio. All build/test machines are now configured via Ansible
- Maintained / Improved studios nightly asset build infrastructure. e.g. Added in failure reporting (via email / webpage) / configured asset build machines etc.
- Maintained / Improved studios package build scripts for internal / external playtests.
- Maintained / Improved studios in house build server (Teamcity / Jenkins equivalent). E.G. Added integrations with new automated test infrastructure.

Nintendo (NTD) | 2019-22

DevOps Engineer

- My responsibilities were focused in three areas: Continuous Integration, Version Control and Data Center Maintenance
- Setup infrastructure for Nintendo Switch Compiler and CPU Debugger testing
- Setup Teamcity/Jenkins build configurations to automate the execution of builds/tests
- Developed a framework for isolated build environments in teamcity
- Developed plugins to extend the functionality of Teamcity. e.g. Nintendo Switch Devkit Manager
- Automated the creation of Jira Tickets for Teamcity build failures
- Performed Teamcity/Bitbucket/Gitlab server updates and maintenance
- Consulted with teams on Git branching strategies and best practices
- Performed Interviews and mentored new hires

Personal Projects

Raytracer

- Implemented ray-sphere intersections, ambient/specular/diffuse lighting, shadows, reflections and refractions in C++.

CHIP 8 Emulator

- Core of the project is a C++ CHIP 8 binary interpreter.