



Noah Lopez

noahlopez.1996@gmail.com
(951)-742-1117
<https://noah-lopez.github.io/portfolio/>

Education

University of California, Berkeley

BA - Computer Science

GPA: 3.295 May 2018

Technical Skills

Ruby Python JavaScript C C++ Java

HTML CSS SQL Node.js Rails

Agile Cloud Computing UI Design

Relevant Work Experience

Full Stack Engineer Intern - Community Grows - Summer 2017

Worked in a team of 5 engineers to construct a message board for the companies internal communications.

Was in charge of implementing the message board's login and chat systems.

Gained experience with Agile, HTML, CSS, JavaScript, Ruby, Rails, and legacy code.

Lab Assistant - Computer Science 61A - Spring 2017

Worked with a team of instructors to help facilitate one of the largest Computer Science courses in the country.

Was in charge of hosting weekly office hours for students in the course.

Gained experience teaching Computer Science and explaining technical concepts.

Recent Personal Projects

hamptonator.com - Summer 2018

A cover art generator that takes some inspiration from one of my all time favorite bands.

The site saw 7000 visits and 3000 downloads in its first 24 hours and still has many active users!

Built with HTML, CSS, JavaScript and Node.js. Hosted with Digital Ocean.

Film Point Average - Spring 2018

Film point average is web app that aims to legitimize online audience reactions to new films.

Was recognized by the themoviedb.org, the site where I garnered the film data!

Built with HTML, CSS, JavaScript and Rails.

Selected School Projects

Gitlet - Spring 2015

A stripped down git version control program complete with commands, restores, branches and more!

Built with Java

Crypto Datastore — Spring 2015

Implemented a cryptographically secure data store. Upholding Authenticity, Confidentiality and Integrity.

Built with Java

Ray Tracer — Spring 2018

Implemented a fully functioning Ray tracer using BVH, Direct/indirect illumination, adaptive sampling etc

Built with C++