Noah Lopez

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EDUCATION

UC BERKELEY

BA COMPUTER SCIENCE

MINOR THEATER & PERFORMANCE STUDIES May 2018 | Berkeley, CA GPA: 3.3 / 4.0

SKILLS

PROGRAMMING LANGUAGES

Batch Powershell Python C++ Java

WEB DEVELOPMENT

HTML CSS JavaScript Node.js MongoDB

DEVOPS

Git Bitbucket Gitlab Teamcity Jira Confluence

WORK EXPERIENCE

NINTENDO (NTD)

ASSOCIATE SOFTWARE ENGINEER | 2019-Present

- My responsibilities are focused in three areas Continuous Integration, Version Control and Data Center Maintenance
- Setup testing infrastructure for Nintendo Switch Compiler and CPU Debugger
- Created framework for isolated build environments in CI
- Developed plugins to extend Teamcity functionality. e.g. Devkit Manger
- Setup build configurations that automate the execution of builds/tests
- Automated the creation of CI build/test failure tickets.
- Install/maintain CI agents, Dev kits and networking equipment
- Perform Teamcity/Bitbucket/Gitlab server updates and maintenance
- Handle repository creation requests
- Consult with teams on git branching strategies and best practices

RECENT PERSONAL PROJECTS

Raytracer

- Implemented ray-sphere intersections, ambient/specular/diffuse lighting, shadows, reflections and refractions in pure C++ without the aid of third-party libraries.

FPS Raytracing Mechanic

- Three.js FPS game that utilizes principles of raytracing for its raygun blast mechanics. The raygun has three different modes: diffuse, glass and mirror. Similarly, enemies are coated in the three different materials. When you blast an enemy coated in the material that corresponds to your rayguns mode you can destroy it. However, if the material and raygun mode do not match, the blast from the raygun will be reflected according the brdf of the enemy's material.

Homebrew Games for Gameboy Advance

- WarioWare esq. games meant to be played quickly (~10s). Some examples Pong Defense, one move RPG battle, Basketball shot etc.

CHIP 8 Emulator

- Heart of the project is C++ interpreter for chip 8 binaries. Runs simple games like Pong, Breakout etc.

HAMPTONATOR.COM

- A cover art generator built using JavaScript, CSS and HTML. The sites key feature is a thermal photo filter I built from scratch.