

Noah Lopez

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EDUCATION

UC BERKELEY

BA COMPUTER SCIENCE

MINOR THEATER & PERFORMANCE STUDIES

May 2018 | Berkeley, CA

GPA: 3.295 / 4.0

COURSEWORK

Data Structures

Machine Structures

Software Engineering

Computer Security

Foundations of Computer Graphics

Introduction to Database Systems

User Interface Design and Development

Social Implications of Computer Technology

Linear Algebra

Discrete Mathematics

Concepts of Probability

Concepts of Statistics

Technical Theater

Sound Design for Performance

Video Production for Performance

Performance Writing and Research

SKILLS

PROGRAMMING LANGUAGES

Batch Powershell Python

C++ Java

WEB DEVELOPMENT

HTML CSS JavaScript

Node.js MongoDB

DEVOPS

Bitbucket Gitlab

Teamcity Jira Confluence

WORK EXPERIENCE

NINTENDO (NTD) | ASSOCIATE SOFTWARE ENGINEER (DevOps)

August 2019 – Present | Redmond, WA

Administer Continuous Integration (CI) Service (Teamcity)

- Setup build configurations that automate the execution of a team's builds/tests (Powershell, Batch, etc.)
- Develop plugins.
- Notify teams of CI build/test failures via Tickets. (Jira)
- Install/maintain CI agents, dev kits and networking equipment
- Manage user permissions
- Perform server updates and maintenance

Administer Version Control Service (Bitbucket and Gitlab)

- Handle repository creation requests
- Consult with teams on git branching strategies and best practices
- Manage user permissions
- Perform server updates and maintenance

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 Demo

- 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.

Tiny 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.