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

FPS Raytracing Mechanic Demo
-An 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 to the brdf of the enemy's material.

Homebrew Games for Gameboy Advance
- WarioWare-esque 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.