

Noah Potter

Denver, CO

<http://noahpotter.me>
(828) 423-9805
noah.potter@outlook.com

Full Stack Software Engineer

- Developed dynamic web applications for all sized companies from startups to Fortune 500 using emerging technologies and best practices.
- Strong background in UX and UI with a passion for thoughtful design.
- Experienced operating at every stage of an application's lifecycle - concept, design, development, user testing, launch, maintenance, and feature expansion.

Technical Tools

Frontend - ReactJS, Redux, Angular, ES6, HTML5, CSS3 (JSS, SASS)

Backend - C#, ASP.NET Web API, Entity Framework, Python w/ Django, Ruby on Rails

Database - PostgreSQL, SQL Server

Server - IIS 7, NodeJS, Django, Rails

Cloud - Heroku

Testing - RSpec,

Toolchain - Webpack 1/2, Gulp

Source Control - Git, Github, Bitbucket, Gitlab

Professional Experience

Analyst/Developer I, 06/2016 to Present - DISH, Englewood, CO

Lead development of internal application used to support training 12,000+ call center employees.

- Converted Angular 1.4 application to ReactJS w/ Redux application so that Angular's diverging direction wouldn't affect the app's future. This also allowed the team to use ES6 javascript and automated build tools.
- Implemented industry standard solutions that positioned the app for easier maintainability and faster feature development
- Unified application's methodologies, styling, and approach to common tasks (eg. predicatable, reusable API between client and server)

Lead Software Engineer, 05/2014 - 05/2015 (1 year) - BreakerList, Asheville, NC

Led development of social exercise tracking platform. (breakerlist.com)

- Designed and developed application closely with company founder and stakeholders.
- Solved complex application requirements as domain was fully explored.
- Consulted with technology field experts to ensure the application was positioned for future maintainability, extensibility and success.

Education

University of North Carolina at Charlotte - Charlotte, NC

Bachelor of Science in Computer Science, Concentration in Math and Game Development, 05/16