

# Noah Potter

Denver, CO

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## Full Stack Software Engineer

- Developed dynamic web applications for varying 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.

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## 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

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## Professional Experience

Analyst/Developer II, 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. predictable, 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.

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## Education - 3.9 GPA

University of North Carolina at Charlotte

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