Noah Hebert

noah.c.h@outlook.com   (980) 636-2986   www.linkedin.com/in/nh606   noahc606.github.io

EDUCATION:

University of North Carolina at Charlotte, Charlotte, NC   May 2024
Bachelor of Science in Computer Science, Concentration in Cybersecurity
Minor in Mathematics
Honors: Dean's list Spring 2023, SAT of 1580, AMC12 score of 94 taken in 9th grade.

TECHNICAL SKILLS:

Computer: Windows 10/11, Linux (Debian, RHEL), Terminal on any OS
Programming Languages: C/C++, Java, Python, C#, SQL, HTML/CSS/JS/TS, Node/Express.js
Foundation Concepts: OOP, PS/Bash, web, desktop/mobile apps, build systems, gdb/valgrind
Networking and Security: MySQL, ssh, scp, Remote Desktop, RealVNC, Samba, WireShark

CERTIFICATIONS: noahc606.github.io/nch/certs

Microsoft Technology Associate: Software Dev. Fundamentals (MTA)
Microsoft Technology Associate: Database Admin. Fundamentals (MTA)
FreeCodeCamp Certified Developer in Responsive Web Design: ~300 hours
FreeCodeCamp Certified Developer in JS Algorithms & Data Structures: ~300 hours

PROJECTS: noahc606.github.io

Back to Earth, Game + Game Engine   June 2022-Present

- Developed a cross-platform 2D game (and engine) using C++ and the SDL2 libraries
- Implemented: File + asset I/O; custom GUIs; mouse-keyboard-joystick I/O; Texture & Canvas classes for graphics; tile map; "infinite" world generation with Perlin noise.

Calculator++, Graphing Calculator   February 2023-May 2023

- Developed a proof-of-concept calculator which can draw graphs in the terminal UI.
- Evaluates math expressions taking into account parentheses, order of operations, etc.

SkyGazer, Team Product   September 2023-December 2023

- Worked in a team of 5 to build a Java Android application for stargazing.
- Programmed a networking interface to grab info from a database of ~100,000 stars.
- Implemented matrix math to project stars' real 3D locations onto the user's 2D screen.

STUDENT INVOLVEMENT:

49th Security Division   December 2023-May 2024

- Assisted peers with their technical projects, gaining skills in pair programming
- Learned group communication, building scrum/agile experience to build team projects