

Noah Giboney

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EDUCATION

California Polytechnic State University

May 2025

- B.S. Computer Science: 3.8/4.0 GPA *San Luis Obispo, CA*
- Software Engineering, Data Structures and Algorithms, Object-Oriented Design and Programming, Database Systems, Systems Programming, Computer Architecture, Differential Equations, Linear Algebra

EXPERIENCE

Life Enterprises Inc.

March 2024 - Present

iOS Developer Intern

Remote

- Built reusable SwiftUI components, utilizing the new Observation framework to synchronize state across multiple views.
- Applied MVVM architecture pattern for integration of new features ensuring maintainability, testability, and scalability.
- Thrived in fast paced startup environment, participating in daily standups, quickly adapting to technical requirements, and contributing to accelerated product development.

Vertex

June 2024 - September 2024

Software Engineer Intern

Remote

- Leverage Combine's publishers and subscribers to handle real time updates from Supabase in chat application., ensuring real time reactive user experience.
- Implemented SMS authentication for iOS client with Supabase and Twilio, streamlining the onboarding process.
- Utilized dependency injection within ViewModels to improve testability, decoupling, and streamline configurations.

Hack4Impact

Sep. 2023 – June 2024

Software Developer

San Luis Obispo, CA

- Collaborated with a team to develop full stack website for SLO Beaver Brigade nonprofit, creating dynamic user interface with React.js, server-side logic with Next.js, and MongoDB endpoints.

McDonalds

July 2019 – Sep. 2023

Floor Supervisor & Hiring Manager

Simi Valley, CA

- Led customer service operations, managed crew schedules, conducted interviews and hiring, and handled cash management while analyzing sales and labor trends.

PUBLISHED APPS

Cryptid Coordinates

Winter 2023 - Present

- iOS app for exploring haunted locations built with SwiftUI, SwiftData, MapKit, and Firebase
 - Available on the app store: <https://apps.apple.com/us/app/cryptid-coordinates/id6478195420>
 - Filmed promotional trailer helping the app reach 1,300+ downloads: <https://www.youtube.com/watch?v=bPAT3SDNc0g>
- Displayed haunted locations with SwiftData queries integrated with MapKit, delivering a personalized experience tailored to user's real time location.
- Comment system where users share stories for each location using Firestore & Async Await, driving interactions.
- Maintaining a user base with Apple ID authentication, ensuring seamless user login and account management.

Asteroid Vision

Spring 2024

- iOS app showcasing hazardous asteroids build with SwiftUI, NASA Rest API, SceneKit
 - Available on the app store. <https://apps.apple.com/us/app/asteroid-vision/id6480248381>
- Utilized URLSession for data fetching and JSON parsing, ensuring reliable communication with the RESTful API.
- Rendered 3D models of asteroids and the earth using SceneKit, resulting in an innovative and dynamic UI.

SKILLS & INTERESTS

- **Languages:** Swift, Java, SQL, Typescript, Python, C++, C
- **Frameworks & Tools:** Spring Boot, Supabase, Firebase, SwiftData, Azure DevOps, XCode, Next.js, Git, App Store Connect
- **Interests:** Soccer, Music, Cars (Volkswagen GTI), Football (New England Patriots)