

Noah Ham

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EDUCATION

University of Wisconsin–Madison | 4.00 GPA

B.S. in Computer Science (Expected May 2028), Sep 2025 - Present

University of Oregon | 3.98 GPA

Coursework completed toward B.S. in Computer Science, Sep 2024 – Jun 2025

PROJECTS

Trebbble | HTML, CSS, JavaScript, Python, Flask

Full-stack Engineer

- Engineered and deployed a music identification web app using **Flask** and the **ACRCloud API** with **95% track identification accuracy**.
- Built a responsive, minimalistic frontend with vanilla HTML, CSS, and JavaScript, achieving **<200ms load times** and seamless usability across desktop and mobile devices.
- Improved user workflow by **cutting song search time by 70%**, eliminating the need to ask creators or manually use Shazam while watching videos.

DuckWeb Autofill | HTML, CSS, JavaScript, Chrome Webstore

Full-stack Engineer

- Developed a custom **Google Chrome extension** in **JavaScript** to securely autofill login credentials for the University of Oregon's DuckWeb portal, solving issues where standard password managers failed.
- Reduced login time by over 80%**, streamlining access to academic resources and increasing efficiency for daily use.
- Implemented **secure credential handling** using **Chrome's storage APIs** to ensure sensitive information remained encrypted and protected.

SwiftScan | Swift, SwiftUI

Front-end Designer

- Designed and developed a **SwiftUI-based iOS interface** for basketball shot analysis, allowing users to compare performance against both personal and professional player data.
- Iterated on UI design based on **real user feedback**, refining workflows through testing to streamline onboarding and continually improve on user interactions throughout the app.
- Built **interactive data visualizations** in SwiftUI to present performance metrics and progress tracking in a clear, actionable format.

type.lat | Golang, BubbleTea, Lipgloss, OracleCloud

Full-stack Engineer

- Built and deployed an **SSH-accessible** typing test using **Golang** and **BubbleTea**, enabling a fully browser-free, terminal-native experience.
 - Implemented **real-time WPM** and **accuracy tracking** with **<50ms** latency, using algorithms modeled after Monkeytype.
 - Configured and managed **Oracle Cloud deployment**, including secure access from any user.
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EXPERIENCE

QuackHacks | Feb 2025 - Sep 2025

Graphics & Motion Designer

- Created the event's **brand identity** with logo, UI theme, and digital assets, **increasing event sign-ups by 35%** compared to the previous year.
 - Designed both **digital motion graphics and static assets** for social media using Photoshop, Illustrator, and After Effects to **boost online engagement by 30%**, along with physical event materials (T-shirts, bags, stickers).
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SKILLS

- Languages:** Python, JavaScript, HTML/CSS, Java, Swift, Golang
- Libraries & Frameworks:** React, Flask, OpenAI API, ACRCloud API, SwiftUI
- Tools:** Git, VSCode, JetBrains Suite, Figma, Photoshop, After Effects, Adobe Suite
- Concepts:** Data Structures & Algorithms, Motion Design for Interfaces, UI/UX Design, API Integration