



# Noah Zweben

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## Education

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|-------------|--|--------------|
| 2021 - 2023 | <b>Harvard Business School</b><br><b>Harvard School of Engineering and Applied Science</b><br>Candidate for Master in Business Administration & Master of Science in Engineering, May 2023.<br>Pear Venture Fellow: Company Sourcing, Diligence, and Consulting for Pear VC. | Boston, MA   |
| 2013 - 2017 | <b>Columbia University School of Engineering and Applied Science</b><br>Bachelor of Science, Computer Science.<br>Valedictorian Class of 2017, <i>Summa Cum Laude</i> , Tau Beta Pi.   | New York, NY |

## Work Experience

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|-------------|---|---------------|
| 2021 - 2021 | <b>Bowery Farming, Full Stack Software Engineer</b><br>Architected robotics, optimization, and visualization tools for Bowery's smart farms as Technical Lead. Collaborated with cross-functional agricultural and operational teams to develop automated farming practices. <ul style="list-style-type: none"><li>Designed robotics tool to automatically place 99% of crops in optimal grow locations with no human intervention, increasing throughput and decreasing delay in crop irrigation</li><li>Implemented IOT-based robotic harvesting workflow leading to increased harvest yields and revenues.</li><li>Launched HRIS-integrated system for farmers to measure labor utilization and productivity.</li><li>Ensured zero-downtime feature launches to farms through data-driven MVP validation.</li><li>Spearheaded improvements to support processes to reduce severity of on-call shifts by 50% through support request features and self-resolution workflows.</li><li>Supervised three new engineers through technical onboarding and first project deliverables.</li></ul>                          | New York, NY  |
| 2017 - 2019 | <b>Votem, Lead Front-End Engineer, Online Voting and Registration Team</b><br>First engineering hire, implemented election management and voting software from scratch. Partnered with election officials to design, demo, and launch election software. <ul style="list-style-type: none"><li>Prototyped user experiences and interfaces in Sketch and Figma. Presented to customer and product stakeholders.</li><li>Constructed product roadmap to ensure necessary features developed in accordance with election sales cycles and long-term product vision.</li><li>Streamlined election management process through self-service tools for election customization, ballot creation, and AWS hosting cutting election deployment time from days to hours.</li><li>Managed two Front-End Engineers, assigning and prioritizing work, and providing feedback through code reviews.</li><li>Developed JavaScript SDK responsible for RSA+ECC encryption of votes and interfacing directly with Votem's Hyperledger Sawtooth Blockchain for vote submission. Allowed customers to self-customize elections.</li></ul> | Cleveland, OH |
| 2016 - 2017 | <b>Columbia 3D User Interfaces Lab, Research Assistant</b><br>Created Augmented Reality applications in Unity to help Art History grad students explore medieval artistic and scientific processes using a HoloLens and Google Tango. Collaborated with Art History and Computer Science professor.   | New York, NY  |

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| Community | Volunteer Computer Science teacher with Microsoft TEALS.  |
| Skills    | Product Design, Product Management, Web Development, Elixir, AWS, PostgreSQL, React, JavaScript, HTML, CSS, Unity, Vuforia, Python, OpenCV, Flask, D3, Excel, Data Analysis, Public Speaking. |
| Personal  | Enjoy backpacking, figure drawing, painting, windsurfing, and singing.  |