



Noah Zweben

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Education

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

Work Experience

2019 - 2021	Bowery Farming, Full Stack Software Engineer 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">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.Implemented IOT-based robotic harvesting workflow leading to increased harvest yields and revenues.Launched HRIS-integrated system for farmers to measure labor utilization and productivity.Ensured zero-downtime feature launches to farms through data-driven MVP validation.Spearheaded improvements to support processes to reduce severity of on-call shifts by 50% through support request features and self-resolution workflows.Supervised three new engineers through technical onboarding and first project deliverables.	New York, NY
2017 - 2019	Votem, Lead Front-End Engineer, Online Voting and Registration Team 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">Prototyped user experiences and interfaces in Sketch and Figma. Presented to customer and product stakeholders.Constructed product roadmap to ensure necessary features developed in accordance with election sales cycles and long-term product vision.Streamlined election management process through self-service tools for election customization, ballot creation, and AWS hosting cutting election deployment time from days to hours.Managed two Front-End Engineers, designating projects and providing feedback through code reviews.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.	Cleveland, OH
2016 - 2017	Columbia 3D User Interfaces Lab, Research Assistant 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

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.