NZ

Noah Zweben

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Education

2021 - 2023 **Harvard Business School & Harvard School of Engineering and Applied Science** Boston, MA
Candidate for Master in Business Administration, May 2023.
Candidate for Master of Science in Engineering, May 2023.

2013 - 2017 **Columbia University School of Engineering and Applied Science** New York, NY
Bachelor of Science, Computer Science
Valedictorian Class of 2017, *Summa Cum Laude*, Tau Beta Pi

Work Experience

2019 - 2021 **Bowery Farming,** *Full Stack Software Engineer* New York, NY
Architected robotics, optimization, and visualization tools for Bowery's network of vertical farms. Collaborated with agricultural, operational, and sales stakeholders to develop software-dictated farming practices to maximize yield, fulfillment, and productivity across farms. Technical Leader on automation and metric reporting projects.
- Designed and implemented robotics tool to automatically place 99% of crops in optimal grow locations with no human intervention, increasing throughput and decreasing delay in crop irrigation.
- Orchestrated IOT-based robotic harvesting workflow, reducing human harvesting error, leading to increased harvest yields and revenues.
- Created HRIS-integrated system for farmers to measure labor utilization and productivity.
- Spearheaded improvements to support processes to reduce severity of on-call shifts by half through support request features and self-resolution workflows.
- Supervised three new engineers through technical onboarding and first project deliverables.

2017 - 2019 **Votem,** *Lead Front-End Engineer, Online Voting and Registration Team* Cleveland, OH
First engineering hire, implemented election management and consumer-facing voting software for government and private elections from scratch. Partnered with election officials to design and demo election software. Formulated product roadmap to ensure necessary features developed in accordance with sales cycles.
- 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, assigning and prioritizing work, and providing feedback through code reviews.
- Designed user experiences and interfaces using Photoshop and Figma. Presented to customer and product stakeholders.
- 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.

2016 - 2017 **Columbia User Interfaces Lab,** *Research Assistant* New York, NY
Created multi-device 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.

Summer 2016 **Facebook,** *Software Engineering Intern* Menlo Park, CA
Developed spam fighting and malicious content infrastructure in Haskell.

Community Volunteer Computer Science teacher with Microsoft TEALS.

Skills Product Design, Product Management, Web Development, Elixir, AWS, React, JavaScript, HTML, CSS, Unity, Vuforia, Python, OpenCV, Flask, D3, Excel, Data Analysis, Public Speaking.

Personal Enjoy backpacking, figure drawing, painting, windsurfing, and singing.