Noa Lahan

tinyurl.com/NoaLahan

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Summa Cum Laude Computer Science graduate with a focus on interactive web systems and 3D visualization. Experienced in JavaScript, C/C++, and Python, and passionate about building performant, user-centered software.

EDUCATION

University of California Santa Cruz | Santa Cruz, CA   Sep 2021 - Jun 2025
    BS Computer Science. GPA: 3.96. Summa Cum Laude.
    Relevant Coursework: Analysis of Algorithms, Computer Systems Design, Computational Models.
Creative Computing Institute, University of the Arts London | London, England   Sep 2023 - Jun 2024
    Study abroad program. GPA: 4.00.
    Relevant Coursework: Web/App Development, Data Science and Visualisation, Human-Computer Interaction.

SKILLS

Languages: C/C++, Python (Jupyter), JavaScript (Three.js, D3.js, JQuery), Java, HTML/CSS.
Tools: Pandas, Figma, Xcode/SwiftUI, Blender, Adobe (Photoshop, After Effects, Illustrator), Cursor.

EXPERIENCE

Independent Educator | Los Altos, CA   Mar 2025 - Present
Private Advanced Math Tutor
- Grew a small-scale tutoring practice for AP courses via referrals, proving leadership and technical thinking.

Baskin Visualisation & Interactive Systems Group | Santa Cruz, CA   Mar 2025 - Jun 2025
Research Assistant
- Developed preprocessing pipelines for RGB-D video data to enhance 3D mesh reconstruction from AR captures.
- Optimized spatial data labeling workflows using Meta's Project Aria glasses to improve model accuracy.
- Collaborated on tools for spatially aware human-computer interaction using C++ and Python.

UCSC Baskin School of Engineering | Santa Cruz, CA   Dec 2024 - Jun 2025
Computer Science and Engineering Courses Reader
- Reviewed and debugged code for 500+ students across STEM courses to ensure compliance with academic and industry standards, demonstrating efficiency, consistency, and reliability.
- Provided targeted feedback and support through office hours, improving student understanding.

UC Santa Cruz | Santa Cruz, CA   Jan 2023 - Jun 2025
Residential Office Administrator
- Streamlined communication across departments to improve event coordination serving 1,800+ residents.
- Designed digital assets and scheduling systems using Figma and Google Workspace tools.

Google Cloud Summer IAC Hackathon | Sunnyvale, CA   Aug 2022
Junior Mentor
- Mentored 50+ participants in app design, offering guidance on UI/UX alongside industry professionals.
- Led daily team-building activities, fostering collaboration and technical discussion in a fast paced environment.

PERSONAL PROJECTS

Polly Pocket | tinyurl.com/NLPollyPocket   Mar 2025
- Built a navigable 3D scene featuring real time lighting, shadow mapping, and texture rendering using Three.js.
- Optimized frame rate and runtime and earned "Hall of Fame" recognition for creativity and technical execution.

Big Data Global Warming | bit.ly/NLWeatherData   Jun 2024
- Engineered a data pipeline to extract and clean 10 years of daily data for 10 countries using Python and Pandas.
- Developed an interactive D3.js visualization of temperature trends and international global warming patterns.

London Transport Data Visualization | tinyurl.com/NLTubeData   Jun 2024
- Processed 5,000+ data points across 182 stations to analyze foot traffic patterns from the London Underground.
- Designed a D3.js visualization focused on performance and interactivity for clear presentation of large scale data.

Book Swap App | bit.ly/NLBookSwap   May 2024
- Created a SwiftUI app prototype with navigation flows and search features for book exchanges with intuitive UX.