

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, Anime.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 Visualization & 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.	