Noa Lahan

B.S Computer Science

noa.lahan@gmail.com • +1 (650) 644-8639 • linkedin.com/in/noa-lahan/ • github.com/noalahan

---

PROJECTS

Project Aria Research Lab   Apr 2025
- Researched developing techniques to improve AI data labeling and transforming point clouds to mesh.
- Utilized Meta's Project Aria glasses to capture RGB and eye-tracking data for advancing 3D reconstruction.

Polly Pocket (bit.ly/NLPollyPocket)   Mar 2025
- Coding languages used: Javascript, HTML, and CSS. Tools used: Three.JS, Blender, and Photoshop.
- Designed a navigable 3D scene with interactive elements, shadow mapping, billboard rendering, and render-to-texture animation that was inducted into the class' Hall of Fame for creativity and technical execution.

Big Data Global Warming (bit.ly/NLWeatherData)   Jun 2024
- Coding languages used: Python, Javascript, HTML, and CSS. Tools used: JQuery, D3.JS, Jupyter, and Pandas.
- Developed a visualization of global warming trends using web scraping to collect and analyze environmental data.

Book Swap App (bit.ly/NLBookSwap)   Jun 2024
- Coding languages used: Swift. Tools Used: Xcode, SwiftUI, Photoshop.
- Devised a UX focused app for book exchanges within the community and promoting paper waste reduction.

London Transport Data Visualization (tinyurl.com/NLTubeData)   May 2024
- Coding languages used: Javascript, HTML, and CSS. Tools used: Figma, JQuery, D3.JS, and OpenSheet.
- Transformed foot traffic patterns on the London Underground into an engaging and interactive visualization.

Portfolio Website (bit.ly/NoaLahan)   Feb 2024
- Coding languages used: Javascript, HTML, and CSS. Tools used: Photoshop, JQuery, D3.JS.
- Created and hand illustrated a personal portfolio website with hidden easter eggs to enhance user engagement.

EXPERIENCE

UCSC Baskin School of Engineering   Santa Cruz, CA
Computer Science and Engineering Courses Reader   Sep 2022 – Jun 2025
- Evaluated coursework for alignment with grading criteria and provided detailed feedback for 500+ students.
- Held office hours sessions which provided clarification and improved understanding of class material.
- Supported the course administration by maintaining a record of grades and the student's corresponding code.

UC Santa Cruz   Santa Cruz, CA
Residential Office Administrator   Jan 2023 – Jun 2025
- Planned large-scale events and designed promotional campaigns to foster a community among 1,800+ students.
- Managed a professional social media presence to improve the residential college's student engagement.
- Collaborated with staff and other students in leadership to continuously improve the student campus experience.

Google Cloud Summer IAC Hackathon   Sunnyvale, CA
Junior Mentor   Aug 2022
- Organized and led daily team-building exercises to foster collaboration and cohesion among 50+ participants.
- Supervised and mentored app design sessions alongside industry professionals.
- Participated in daily strategy meetings with experienced mentors to plan leadership roles for the following day.

EDUCATION

University of California Santa Cruz   Santa Cruz, CA
BS Computer Science. GPA 3.96. Dean's Honor List.   Sep 2021 – Jun 2025
Relevant Coursework: Analysis of Algorithms, Computer Systems Design, Computer Graphics.

University of the Arts London   London, England
Studied abroad in UAL's Creative Computing Institute.   Sep 2023 – Jun 2024
Relevant Coursework: Human Computer Interaction, Web Development Studio, Big Data, Data Visualisations.

SKILLS

Programming Experience: C, C++, CSS, Haskell, HTML, Java, JavaScript, Linux, Matlab, Python, Swift, WebGL.
Languages: Fluent Hebrew, Fluent English, Proficient Spanish, Basic Polish.