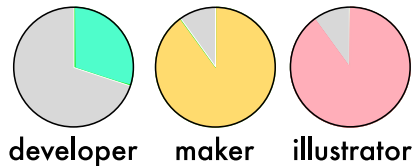


NOELLE ALY

email: noellekaly@gmail.com



I am looking to transition to more challenging design and technical work. In the past, I ran public workshops on the basics of web design, programming, and development; now, I would like to expand my own skills. My hobbies include board games, video games, and tabletop roleplaying games; participating and organising hackathons; and advocating for human rights. I'm also actively involved in a local arts community centre, and have illustrated several independent comic and children's books.

WORK EXPERIENCE

February 2017 – Present: Technology Projects Officer (Maker)

Science Oxford, The Oxford Trust, Oxford Centre for Innovation, New Road, Oxford UK

ROLE: Responsible for the development and delivery of a suite of maker focussed activities such as club sessions, workshops, adult events (including 'hackathons') and computing training. Maker-type sessions focussed on longer-term, more open ended creative work, often linked to participation in national and international challenges and competitions. I organised Raspberry Pi Jams, Global Game Jams, and FIRST Lego League teams. This role required considerable flexibility and ability to learn software on-the-spot, depending on what participants requested and were interested in. I also introduced our team to and ran trainings for GitHub, encouraging both our staff and kids to interact with a wider developer community.

TECHNOLOGIES USED: Python, micropython, micro:bit, mu, Raspberry Pi, Arduino, Unity, C#, JavaScript, Java, Android Studio, Git, GitHub, Photoshop, Inkscape, GIMP, AutoCAD

September 2016 – February 2017: Volunteer (Maker)

Science Oxford, The Oxford Trust, Oxford Centre for Innovation, New Road, Oxford UK

ROLE: During the wait for my work visa, I volunteered for Science Oxford performing similar roles as described above. Once granted right to work, a role at the charity was created for me.

July 2014 – July 2016: Research Associate

Iatridis Spine Laboratory, Icahn School of Medicine, Mount Sinai, New York, USA

ROLE: Comparing different osmolar treatment methods of whole organ intervertebral discs in order to define degenerative, mature, and injured conditions in the mouse model. Techniques included whole organ dissections and culture, protein & DNA quantification, and bioinformatics analysis.

TECHNOLOGIES USED: Python, MATLAB, CellProfiler, ImageJ, Java, Perl, R

COLLABORATIVE PROJECTS

M_Power: App for data-driven healthcare
HackMed Hackathon Submission: March 2018
R, AndroidStudio, JavaScript
github.com/noellethenerd/Mpower

Keep Walking and No One Dies
Global Game Jam Submission: January 2018
Virtual Reality Platform, MS Windows, Unity
github.com/ilidur/keepwalkingandnobodydies

EDUCATION

2013 – 2014: M.Eng, Biomedical Engineering, Cornell University, NY

2009 – 2013: B.Sc, Biomolecular & Chemical Sciences, New York University, NY

References Available Upon Request