HARRISON NOH

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EDUCATION	**UNIVERSITY OF MICHIGAN** — Ann Arbor, MI

UNIVERSITY OF MICHIGAN   **Ann Arbor, MI**

Bachelor of Computer Science, Minor in Art and Design, December 2016
- **GPA: 3.3/4.0**
- **Skilled:** C++, C#, Javascript, PHP, CSS, HTML
- **Familiar:** Lua, Angular 2, C, Python, Java, Swift, MySQL
- **Environments:** Visual Studio, Unity, Xcode, Eclipse, Android Studio
- **Version Control:** Git, Perforce, TortoiseSVN
- **Coursework:** Web Databases, Intro Computer Security, Computer Game Design, Mobile Application Design, Computer Architecture, Data Structures & Algorithms

EXPERIENCE
Summer 2016

2K GAMES – CORE TECHNOLOGY TEAM   **Novato, CA**
Software Engineering Intern
- Developed combat AI including weapon shooting, projectiles, and enemy detection to be utilized in telemetry testing for current and future iterations of the Mafia III game engine
- Built the automated testing system for the Mafia III game engine through C++ and Lua
- Created and documented deployment process for existing legacy legal asset revision tool
- Designed and implemented the full stack of the new legal asset revision database system utilizing ASP.NET core with Angular 2, incorporating dependency injection

Summer 2015

VOYOMOTIVE   **Ypsilanti, MI**
Software Engineering Intern
- Full stack development of internal vehicle administrative app to store vehicle specifications
- Developed Java API backend wireframe to better communicate code with external party
- Translated Voyomotive's iOS application programming interface to Android environment
- Developed user interface and core functionalities for Android using Android Studio IDE

Summer 2014

COCOKIND, EBINGER MANUFACTURING COMPANY   **Ann Arbor, MI**
Freelance Product Designer
- Designed packaging for San Francisco based skincare startup that spans to 800+ stores
- Used InDesign and Illustrator to create unique, individual designs for distinct products

PROJECTS
2012 – 2016

MICHIGAN GAME DEVELOPMENT COMPETITION
- Placed 2nd in the Michigan Game Development club's 48-hour Turkey Game Jam with our submission of *Jake's Nightmare*, written in JavaScript through Crafty

GENERAL MOTORS INNOVATION CHALLENGE COMPETITION
- Placed 1st in General Motors manufacturing Challenge Competition in developing concept for augmented reality or wearable product

WEB DATABASES - GOOGLE SEARCH ENGINE
- Replicated Google's 2008 search engine for web databases course through Python and C++
- Implemented Map-reduce and Page rank algorithms in C++ to create scalable search queries
- Incorporated REST API to get specific queried results in order of relevance

WEB INTERFACES - YAHOO WEBSITE REDESIGN
- Redesigned Yahoo's homepage using Yahoo Querying Language (YQL) to improve interface
- Incorporated YQL to request calls to Yahoo's RESTful API exclusively with a frontend in order for information on page is dynamic and pulled straight from Yahoo homepage

HARRISONNOH.COM
- Used Jekyll Static Website Generator in conjunction with Git to develop website
- Incorporated with Github Pages as hosting in order to display statically generated content
- Redesigned website to be mobile responsive and device independent using media queries

CLUBS
2013 – 2016

THINK SLATE PRODUCT DESIGN CLUB - Developer
- Developed, prototyped, and designed exercise incentive application

BLUELAB - Web & Media Chair
- Increased media presence and developed website through Weebly and Javascript

MRACING - Web Developer
- Managed website through Wordpress