

HARRISON NOH

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EDUCATION	UNIVERSITY OF MICHIGAN Bachelor of Computer Science, Minor in Art and Design, December 2016 <ul style="list-style-type: none">• GPA: 3.3/4.0• Skilled: C++, C#, Javascript, PHP, CSS, HTML• Familiar: Java, Angular 2, MySQL, Lua, C, Python• Environments: Visual Studio, Unity, Eclipse, Android Studio, Xcode• Version Control: Git, Perforce, TortoiseSVN• Coursework: Web Databases, Intro Computer Security, Computer Game Design, Mobile Application Design, Computer Architecture, Data Structures & Algorithms, Intro Java	Ann Arbor, MI
EXPERIENCE Summer 2016	2K GAMES – CORE TECHNOLOGY TEAM Software Engineering Intern <ul style="list-style-type: none">• 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	Novato, CA
Summer 2015	VOYOMOTIVE Software Engineering Intern <ul style="list-style-type: none">• Incorporated full stack development of vehicle administrative app to store vehicle data• 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	Ypsilanti, MI
Summer 2014	COCOKIND, EBINGER MANUFACTURING COMPANY Freelance Product Designer <ul style="list-style-type: none">• 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	Ann Arbor, MI
PROJECTS 2012 – 2016	MICHIGAN GAME DEVELOPMENT COMPETITION <ul style="list-style-type: none">• Placed 2nd in the Michigan Game Development club's 48-hour Turkey Game Jam with our submission of <i>Jake's Nightmare</i>, written in JavaScript through Crafty GENERAL MOTORS INNOVATION CHALLENGE COMPETITION <ul style="list-style-type: none">• Placed 1st regionally in General Motors manufacturing challenge competition in developing concept for augmented reality or wearable product WEB DATABASES - GOOGLE SEARCH ENGINE <ul style="list-style-type: none">• 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 USER INTERFACES – GROUPGENIUS <ul style="list-style-type: none">• Developed, designed, and deployed collaborative student group finding website through HTML5, Less, Angular and Firebase for user interfaces course• Created an intuitive interface through multiple prototype iterations, using wireframes and user research in the design and development process. HARRISONNOH.COM <ul style="list-style-type: none">• 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	
CLUBS 2013 – 2016	THINK SLATE PRODUCT DESIGN CLUB - PATHLETE <ul style="list-style-type: none">• Developed, prototyped, and designed exercise incentive application Pathlete through Android and Firebase BLUELAB - Web & Media Chair <ul style="list-style-type: none">• Increased media presence and developed website through Weebly and Javascript	