

HARRISON NOH

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Objective: Seeking fulltime software/data engineering roles within the technology field

EDUCATION 2012 - 2016

UNIVERSITY OF MICHIGAN

Ann Arbor, MI

Bachelor of Computer Science, Minor in Art and Design

SKILLS

- **Skilled:** Java, Python, C++, Javascript, HTML5, CSS, PostgreSQL
- **Worked in:** Snowflake, C#, MySQL, PHP, C, Lua
- **Frameworks and Technologies:** AWS, Git, Jupyter, Pandas, NumPy, Angular, React
- **Environments:** IntelliJ IDEA, Visual Studio, Pycharm, Unity, Eclipse, Android Studio, XCode
- **AWS Certified Solutions Architect - Associate:** lookup id: VTPM4Z522NV4Q0GV

CERTIFICATIONS

EXPERIENCE 2018 - Present

CAPITAL ONE

Plano, TX

DATA ENGINEER | AUTO FINANCE MARKETING AND ANALYSIS

- Worked closely with data analysts and data scientists to develop automated python and jupyter notebook scripts to transfer terabytes of loan origination data monthly using Pandas and dynamic Amazon EC2 instances in a cost and time effective manner
- Developed an in-house data visualization web application in Angular 6 and Python Flask for business and data analysts, dramatically reducing analysis time from months to instantaneous results to circumvent over 100,000 dollars in overhead Tableau costs
- Implemented algorithm for loan originations anomaly detection for quicker data analysis

2017 - 2018

SOFTWARE ENGINEER | AUTO FINANCE CLOUD MIGRATION

- Modernized 70% of existing Capital One Auto Finance (COAF) loan origination microservice APIs to 100% cloud compliance using Java Spring Boot and AWS ECS and EC2 instances
- Worked on Java spring based batch processing for over 1 million daily loan payments for a quicker and more efficient payments system, incorporating multithreaded processes

Summer 2016

2K GAMES

Novato, CA

SOFTWARE ENGINEERING INTERN | CORE TECHNOLOGY TEAM

- Developed combat for non-playable character including weapon shooting, projectiles, and enemy detection to be utilized in telemetry testing for Mafia III game engine
- Built the automated testing system for the Mafia III game engine through C++ and Lua
- Designed and implemented the full stack of the new legal asset revision database system utilizing ASP.NET core with Angular 2, incorporating dependency injection in C#
- Eliminated over 100 security vulnerabilities and bugs with the new version of application

Summer 2015

VOYOMOTIVE

Ypsilanti, MI

SOFTWARE ENGINEERING INTERN

- 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

PROJECTS Fall 2016

USER INTERFACES | GROUPGENIUS

Ann Arbor, MI

- 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

Fall 2015

MICHIGAN GAME DEVELOPMENT COMPETITION

Ann Arbor, MI

- Placed second in the Michigan Game Development club's 48-hour Turkey Game Jam with submission of Jake's Nightmare, a 2d platformer written in JavaScript through Crafty.js

LEADERSHIP Fall 2018

CODERS – TEACHER | CAPITAL ONE

Plano, TX

- Taught fundamentals of coding through MIT App Inventor in after-school program to 20+ high school students through Capital One's CODERS program throughout 8-week course

2018 - 2019

CAMPUS RECRUITING / ONSITE INTERVIEWER | CAPITAL ONE

Ann Arbor, MI

- Critiqued and reviewed resumes at the University of Michigan for potential new hires
- Performed multiple technical interviews for prospective Capital One engineers