ntdenley@gmail.com ✉
(360) 643-0995 📞
La Center, WA 98629 📍

Noah Denley
</> Software Developer

 github.com/ntdenley
 linkedin.com/in/noah-denley

SKILLS

Proficient Languages: Python, JavaScript, C, C++, Java, LaTeX
Familiar Languages: Haskell, Lua, C#, Rust, Kotlin, TypeScript
Technologies: Git, Node.js, React, MySQL, MongoDB, Flask, AWS, Linux, Pandas, HTML/CSS, APIs

EDUCATION

Washington State University 📍 Vancouver, WA
B.S. in Computer Science 📅 *Graduating May 2025*

Interests: Full-Stack Development w/ AI Integration

Relevant Coursework: Data Structures & Algorithms, Object-Oriented Programming, Systems & Networks, Design of Algorithms, Database Systems, Information Retrieval, Artificial Intelligence, Mobile App Development

WORK EXPERIENCE

Computer Science Department Tutor 📍 Vancouver, WA
Washington State University Vancouver 📅 *Sep 2024 – Present*

- Facilitated the understanding of complex data structures and algorithms by visualizing problems and providing clear, step-by-step explanations tailored to students' individual learning needs.
- Utilized various programming languages, including Python, Type/JavaScript, Java, Kotlin, Haskell and C++, to demonstrate practical examples and guide students through coding assignments and debugging techniques.
- Supported students in improving their problem-solving skills by breaking down theoretical concepts and providing visual examples that emphasized real-world applications.

AI Human Feedback Specialist 📍 Remote
DataAnnotations 📅 *Dec 2023 – Sep 2024*

- Participated in Reinforcement Learning with Human Feedback (RLHF) workflows to enhance the performance and reliability of large language models (LLMs).
- Evaluated AI-generated code for accuracy, efficiency, and effectiveness, with a focus on data analysis and visualization tasks.
- Developed independent programs to benchmark AI-generated solutions, providing detailed comparisons and actionable feedback to refine model outputs and improve training outcomes.

Programming/Game Design Tutor 📍 Remote
Codakid 📅 *May 2022 – Dec 2023*

- Provided personalized one-on-one tutoring to students in various programming languages, including Python, Java, and Lua, helping them to build a solid foundation in coding concepts.
- Mentored students on debugging techniques, best coding practices, and how to work with game development frameworks and engines.

PROJECTS

QuizMe AI Webapp *Cloud Data Management*
- A webapp used for creating interactive quizzes using AI, built with NextJS and React. Quiz concepts took a basic user input describing topics, and would generate a series of multiple choice questions that the user could test their knowledge with.

Bitmap Compression Visualization Tool for CS 361 *Capstone Project*
- A webapp tool designed to visualize the compressions of bitmaps from databases, featuring VAL, WAH, and BBC compressions, utilized to help students in the Database course understand how the compressions work. Built entirely using JavaScript and HTML for performance and makes use of Canvases for animation compressions.

Fantastic Machine *Information Retrieval*
- A search engine built over 100,000 pages from the Coppermind Wiki. Utilizes a custom weight formula which incorporates TF-IDF and PageRank. Built using Flask and Whoosh in Python, this search engine includes a RAG Model which allows for catered AI responses relevant to the coppermind contents.