

Noah Saldaña

iOS Developer and Designer

Experience designing, prototyping and launching digital products. Commitment to Human Centered Design applied to Web Development, iOS Development and Game Development, working directly with customers. Adaptive, curious, motivated and resilient self-starter.

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Education

Washington University in St. Louis

BS in Computer Science, May 2020

Coursework

- Video Game Programming I/II
- Mobile Application Development
- Analysis of Algorithms
- Rapid Prototype Development and Creative Programming

Skills

Computer Science

JavaScript | Swift | Node.JS | C# | C++
Python | PHP | SQL | Java

Design

Design Thinking Model | Human-Centered Design | Iteration | Storyboard
Data Visualization

Tools

Unity | Fusion360 | XCode | Rhino | Pruse3D
Laser Cutting | Git | 3D Printing | Arduino
AR | MySQL | MongoDB

Awards

Core77: Social Impact Award

bit.ly/Core77Award

Award won for the Skills Vest: a vest aimed at helping children with Cerebral Palsy to practice their fine motor skills



noahsaldanadesign.com

Work Experience

Discord Bot - Node.JS, MongoDB

May 2020 - Present

bit.ly/DiscordEloBot

- Identified faults in currently used “rating” tracking bot on Magic the Gathering Discord Server
- Spent 300+ hours in different roles of: Lead developer, designer and prototyper
- Learnt Node.JS quickly and begin groundwork for an open sourced project
- Created agile and adaptive bot focused on maximizing user experience

Studio Instructor

July 2017 - Aug 2019

Nuvu Studios

- Taught and guided 50+ middle and high school (8 – 17 years old) students in collaborative projects within the design thinking framework
- Emphasized on team-building and technical skills such as laser cutting, 3D printing, Rhino and the Design Thinking Model
- Had to adapt to and teach fast changing technologies like Video Games in AR and Self-Driving Cars

Teaching Assistant

Sept 2019 - Dec 2019

Video Game Programming

- Guided 60 students on weekly assignments aimed at developing skills in Unity and C#
- Provided weekly feedback on semester long 2D game projects

Teaching Assistant

June 2018 - Aug 2018

Rapid Prototype Development

- Provided feedback and debugging on student projects varying from building Linux Web Servers in Apache to modern web applications in client-side and server-side Javascript
- Led bi-weekly office hours aimed at assisting students with further questions

Major Projects

MTGM - Swift, Xcode

July 2019 - Dec 2019

Magic the Gathering Manager - bit.ly/MTGMApp

- Saw other similar products locking features behind paywall, decided to create app for friends and family as a free alternative
- Solo developed, designed and prototyped using Xcode and Swift