Steven Noble
Software Engineer, San Francisco, CA

Software Skills

Languages
JavaScript
Ruby
HTML5/Slim
CSS3/SCSS

Libraries
NodeJS, ExpressJS
Ruby on Rails
Bootstrap
jQuery, AngularJS

DB/Storage
PosgresQL
MongoDB
Redis

Other
MiniTest/RSpec
Mocha/Chai
Github
Heroku

Education

General Assembly
Web Development Immersive Program

Grand Canyon University
M.Ed. Special Education, 4.0 GPA

New York University
M.S. Mathematics, 3.6 GPA

Framingham State University
B.S. Mathematics, 3.6 GPA

Contact

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413.539.1192

Work Experience

Rocksbox, Software Engineer
March 2016 - Present
Support existing software and develop features in a fast-paced jewelry subscription company.
- Increase purchase conversion through wish list overhaul
- Redesign stylist curation tool to include data-driven recommendations
- Increase subscription conversion on incoming traffic through various marketing campaigns and experiments
- Improve inventory management through WMS optimizations

General Assembly, Part-Time Outcomes Instructor
January 2017 - Present
Teach a course for bootcamp graduates on special topics in Ruby, Ruby on Rails, and JavaScript.

High School Math and Special Education Teacher
February 2005 - June 2015
Taught courses in all levels of high school Mathematics, as well as Biology, Chemistry, and Environmental Science. Adapted curriculum for students with varied skill levels. Specialized in assisting students with social/emotional and behavioral disorders.
Coached an Academic Decathlon team, which led to organizing regional and state competitions for teams all over Massachusetts.

Personal Projects

Word Wizzərd
wordwizzerd.com | github/stevendnoble/wordwizzerd
A collection of word games using passages from classic literature that was individually built in a one-week sprint with the MEAN stack. The API was designed RESTfully.
Tech Stack: MongoDB, ExpressJS, AngularJS, NodeJS

PokéMath
poke-math.com | github/stevendnoble/pokemath
Developed an app from the ground up in a one-week sprint. Pitched the idea to developers and led them through the process of creating a game in which users solve math problems to catch Pokémon. Developed the game logic and styled the different views.
Tech Stack: Rails, PostgreSQL, Rspec, JavaScript, jQuery

PulseCheck Polling
pulsecheckpolling.com | github/stevendnoble/pulse-check
Individually created a polling application for teachers to check student understanding and increase engagement in the classroom. Built the app using RESTful principles in a one-week sprint.
Tech Stack: MongoDB, ExpressJS, NodeJS, Mocha/Chai, jQuery