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Resume - Noah Harvey

Noah Harvey

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Experience

Software Engineer

Full Time

Awake Security Mar. 2020 - Sep. 2020

Invented Conix a declarative turing incomplete markup language written in Nix

Created the optparse-repline open source Haskell library to aid in refactoring a large codebase and eliminate production bugs as well as stablize a user interface.

Designed tutorials for EAQL - a new programming language invented by Awake Security.

Software Engineer

Contractor

Kolla Code Oct. 2019 - Mar. 2020

Designed email notification API using NodeJS

Architected IBM cloud integrated project using TypeScript and Docker

Wrote declarative secrets management script

Software Engineering Lead Instructor

Full Time

General Assembly Oct. 2018 - Oct. 2019

Lead 60 career-changing students in three 12-week immersive courses using JavaScript Python MongoDB and SQL with a 90% job placement rate.

Designed and implemented Git architecture for managing course curriculum which eliminiated work duplication and increased clear team communication.

Designed prototyped and built course scheduling system using functional programming to decrease course planning time from 1 week to half a day.

Full Stack Software Engineer

Full Time

Delante Group Inc. May. 2017 - Oct. 2018

Designed handwriting to text automation process using AWS MTURK to decrease operation costs from approximately 1k per month to approximately $100 per month.

Wrote a C# to TypeScript transpiler to increase cross language type-safety between frontend and backend code.

Increased client facing productivity by ensuring minimal downtime of MongoDB servers.

Teaching Assistant

Part Time

Kennesaw State University Mechatronics Dept. Aug. 2016 - Dec. 2017

Developed a web server in Haskell to manage a robot race competition.

Used embedded C programming to design tools for students.

Lead and instructed embedded software and robotics lab.

Robotics Engineer

Co-op

Georgia Tech Research Institute Jan. 2015 - Jul. 2016

Contributed to the completion of an automated poultry de-boning project designed to increase factory processing speed by 80%.

Designed graphical tool using C++ to enable research scientists to easily capture and process data relevant to projects.

Mechatronics Engineer

Internship

UNIQ Technologies Inc. May. 2014 - Jul. 2014

Designed embedded software for small engine control systems.

Designed and prototyped digital microcontroller circuits.

Aided in brainstorming new company products.

Projects

optparse-repline Haskell

An Haskell library for creating REPLs using optparse-applicative

breeze-check Haskell Elm Nix

Mobile first check in system using snap and Elm-Lang

aria-racer Haskell Bash Docker

A robot racing server with a web-based interface using snap.

scheduler JavaScript

An automated scheduling system for teachers.

Education

B.S. Mechatronics Engineering

Full Time

Kennesaw State University Aug. 2012 - May. 2017

Publications

Hu, Ai Ping et al. Motion Control Of Articulated Rigid Bodies Used To Model Deformable Biomaterials 2016, IEEE International Conference on Advanced Intelligent Mechatronics