Noah Kaplan

Personal Data

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GitHub: www.github.com/kapware64

Objective

Inquisitive and detail-oriented software engineer, passionate about building well-crafted products with great user experiences.

Education

Cornell University | Ithaca, NY — Graduated December 2018
Major: Computer Science B.S., Minor: Business
Enrolled as 1 of 14 selected Jacobs Scholars
GPA: 3.63/4

Pennsylvania State University | University Park, PA — June 2012 - December 2015
Concurrent enrollment as high school student; completed 5 computer science courses
GPA: 4/4

Work Experience

MongoDB Software Engineering Intern | New York, NY — May - August 2018
* Developed full-stack web application with another intern to automate the scheduling of engineering resources worldwide
* Designed a custom greedy algorithm for optimizing engineering resource utilization
* Implemented a REST API to automate Google Calendar batch event creation (www.github.com/Kapware64/calguru)
* Application is used to schedule support shifts for 125+ Technical Services engineers

MongoDB Software Engineering Intern | New York, NY — June - August 2017
* Interned on agile development team maintaining core components (REST API, user accounts, job queue, etc) of MongoDB cloud products
* Added and modified various endpoints used in MongoDB cloud products
* Worked with another intern to implement backend for system-wide feature enabling the creation of user teams

Synclink CTO | Ithaca, NY — May 2017 - Current
* Serving as CTO for three-person startup aiming to create a hub for connecting groups on social media (www.synclinkapp.com)
* Developed full-stack iOS application with Swift and Firebase

Medialets Software Engineering Intern | New York, NY — June - August 2016
* Built an application that simulates customizable stress tests, generates stress reports, and logs failures on a server
* Utilized a custom-built parser combinator, Json4s, and Gatling to dynamically simulate user-specified stress tests
* Created web app that logs and graphs failed requests from Gatling simulations
* Stress tester has been adopted as an important quality assurance tool for Medialets' REST platform

Projects

Othello Bot | www.github.com/Kapware64/othello-bot — November 2017 - December 2017
* Developed a bot that plays Othello (www.othelloonline.org) by utilizing Monte Carlo and Minimax methods
* Added logging feature which tracks stats such as the bot's predicted winning percentage and total wins for a series of games
* Tested the bot in random online games and found it to play at a lower-intermediate level

Ascension: Journey to Jupiter | www.facebook.com/journeytojupiter — January - July 2016
* Created space action game for iOS utilizing Swift's UIKit with graphics drawn in Adobe Animate
* Employed UIDynamicAnimator to manage game assets, simulate realistic 2D physics, and provide high FPS gameplay
* Implemented dynamic constraints to enable consistent user experience and game difficulty across all iOS devices
* Currently on the Apple App store (www.goo.gl/KTXqyR)

Smart Lockers Project | www.slockers.com — June 2013 - August 2015
* Designed novel locker assignment system to maximize student locker accessibility in secondary schools
* Created custom greedy path algorithm that executes on connected undirected graphs of school walking routes
* Successfully implemented the system at State College Area High School (PA) for the 2014-2015 school year
* District superintendent reported widespread positive response to the system

Computer Skills

Languages: Python, Swift, Java, Scala, Javascript, HTML, CSS, SQL, OCaml, C++, Actionscript, LaTeX
Technologies: Git, REST, MongoDB, XCode, Firebase, Flask, Jersey, Jackson, OAuth, Play Framework, JUnit Unittest, Morphia, Pycharm, IntelliJ, Adobe Animate, Guice, Gatling, React, Slick, D3.js