

Noah Campbell

Software Engineer

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Skills

- Problem Solving
 - Take a problem and break it down into more simple and solvable components
- Initiative
 - I love this line of work so I always find something to work on, which would be useful in the workplace
- Quick Learner
 - Especially when it comes to new tools, I find similar properties it has to something else I've learned to help onboarding
- Communication and Team Player
 - Working on a team for projects in the past has been a delight, so I can competently work on one and communicate with my team members
- Handle stress, pressure, and deadlines
 - Having participated in 48 hour game jams before, I can handle and work under a lot of stress and handle necessary crunching

Education

- University of Utah
 - Enrolled August 2021, expected graduation May 2025
 - Major in Computer Science
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Experience

- Temp Desktop Services at CHG Healthcare
 - September 2024 - November 2024
 - Responsible for preparing and configuring hardware for new hires, including wiping and reimaging equipment, at CHG Healthcare. Also managed the relocation and ongoing maintenance of IT assets to ensure smooth operations and compliance with company standards.
- Computer Technician/Helpdesk Agent at University of Utah
 - November 2024-Current
 - Responsible for helping faculty and staff with any computer, be it hardware or software, issues they may have, as well as taking care of surplus inventory, and handling onboarding and offboarding of faculty as well.
- Front Desk and Mailroom Assistant at University of Utah
 - September 2024-November 2024
 - Managed the front desk at Kahlert Village, Peterson

Heritage Center, and Marriott Honors Community, assisting residents with questions or concerns they have, while handling mailroom responsibilities as well.

- Private Tutor
 - Worked as a private tutor for other University of Utah Computer Science majors for 3 years
- Product Design Internship at Nimble.LA
 - Worked as a product design intern for Nimble.LA during the summer of 2020, where I learned and improved skills such as UI/UX, ticket triage, quality assurance, and designing products based on an iterative loop of user feedback

Experience with tools and languages

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- Unity
 - Consistently making projects and games in Unity
 - Git (and by extension Github and Gitlab)
 - Object Oriented Languages
 - Web Development Languages
 - I have used Javascript, React, and NextJS to build websites and handle hard computations, and am capable of building a solid web application
 - LLMs
 - Some of my projects have included the use of multiple LLMs, such as ChatGPT and LLaMA, and I am capable of using them in programs to create search engines, write code, and overall raise productivity of those who use it
 - Playwright
 - Customer Support with Tickets
 - Have done support tickets and helped customers in a large community of 20,000 people.

Notable Projects

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- Enigma Machine
 - A recreation of the enigma machine used in WW2 that utilizes more combinations than the original and can be easily changed/swapped out
 - Portals
 - Recently began a portal test repository and has achieved smooth, consistent teleportation and currently working on rendering what the other portal sees
 - Seaside Mini-Jam
 - A game jam with a seaside theme and a one hit KO limitation, it introduces enemy spawning and special movesets for enemies and bosses
 - GitGPT
 - A web-based tool that utilizes ChatGPT and combines several Git and GitHub actions for the sole purpose of increasing programmer efficiency
 - PlotNotes
 - A nextjs web application that allows users to create their own stories through prompts, either short stories or

entire chapters worth of content. After making a post about it on HackerNews, it quickly rose to the front page of the site as shown below

- [Link to HackerNews post](#)
- DiscordNews
 - An extension of an existing project called SlackerNews that keeps track of links sent in Slack, creating posts on a website by the same name and mimics HackerNews where people can vote and comment on links sent. I added the ability to do it in a discord server as well, where the purpose is for companies to use it to help connect employees and show what is popular and helpful for everyone in the company

Links

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- GitHub
 - <https://github.com/NoaheCampbell?tab=repositories>
 - GitLab
 - <https://gitlab.com/NoahCampbell>
 - GitGPT
 - <https://gitgpt.io>
 - PlotNotes
 - <https://plotnotes.ai>
 - Portfolio Site
 - <https://noahcampbell.dev>
 - DiscordNews
 - <https://github.com/NoaheCampbell/slackernews/tree/discord-integration>

- ▲ [Sequence diagrams, the only good thing UML brought to software development](#) (mermaidchart.com)
143 points by knsv 2 hours ago | hide | 84 comments
- ▲ [UnsuckJS: Progressively enhance HTML with lightweight JavaScript libraries](#) (unsuckjs.com)
65 points by vmoore 1 hour ago | hide | 35 comments
- ▲ [Our Plan for Python 3.13](#) (github.com/faster-cpython)
335 points by bratao 5 hours ago | hide | 216 comments
- ▲ [Unihiker, an \\$80 single-board PC with 2.8" touchscreen, quad-core ARM Cortex-A35](#) (unihiker.com)
159 points by nathanasmith 3 hours ago | hide | 123 comments
- ▲ [Let's Encrypt Acme API Outage](#) (status.io)
85 points by fastest963 2 hours ago | hide | 36 comments
- ▲ [W3C announces new Web standard for online payments](#) (applemust.com)
90 points by serhack_ 3 hours ago | hide | 54 comments
- ▲ [Archaeologists find 3000-year-old sword, exceptionally well preserved](#) (newsingermany.com)
162 points by janpot 4 hours ago | hide | 80 comments
- ▲ [The Matrix Cookbook \(2012\) \[pdf\]](#) (uwaterloo.ca)
103 points by sebq 4 hours ago | hide | 39 comments
- ▲ [Freshpaint \(YC S19\) Is Hiring Software Engineers to Solve HIPAA Compliance](#) (freshpaint.io)
1 hour ago | hide
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48 points by SenHeng 2 hours ago | hide | 15 comments
- ▲ [Getting 10TB of GitHub Logs and Extracting Details of All Users and Repositories](#) (trickest.com)
49 points by zaric 4 hours ago | hide | 11 comments
- ▲ [Zluda: Run CUDA code on Intel GPUs, unmodified](#) (github.com/vosen)
176 points by goranmoomin 3 hours ago | hide | 73 comments
- ▲ [The Complete ZX Spectrum ROM disassembly \(1983\) \[pdf\]](#) (primrosebank.net)
14 points by gus_leonel 1 hour ago | hide | 1 comment
- ▲ [Career Progression](#) (neversaw.us)
50 points by luu 3 hours ago | hide | 32 comments
- * [Show HN: My first full stack project](#) (plotnotes.ai)