

Noah Campbell

Full Stack Developer

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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 with tools and languages

- 4 years of self taught programming
 - Making my own projects and game ideas for several years, plus mods for existing games
- Unity
 - Consistently making projects and games in Unity
- Git (and by extension Github and Gitlab)
 - Can use command line prompts or programs for managing git
- Object Oriented Languages
 - I have been working in both C# and Java for several years in all of my side/passion projects and have a strong sense of familiarity and understanding of how to best use them, and I can easily pick up any additional languages needed on the job

- 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
 - I have integrated playwright into some NextJS programs of mine to help test the UI and use some form of unit testing to help find inefficiencies and problems within my code

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](#)

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>

- ▲ **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
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49 points by zaric 4 hours ago | hide | 11 comments
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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)
13 points by NoahECampbell 46 minutes ago | hide | 5 comments