Noah Chomsky

Front-End Developer | Software Engineer

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Professional Experience

Implementation Specialist | Prometheus Group

April 2021 – Present // Raleigh, NC

Technical Environment – PostgreSQL, Excel, HTML, CSS, Git, GitLab, JIRA, DevExpress

- Coordinated with Customers and the Development Team to plan out software releases and fulfill customer specific configurations.
- Manage the Implementations page which is used to connect to our customers' systems. (HTML, CSS)
- Actively manage the Git Repository and teach team members how to use Git to track changes for the reports we build
- Write and Modify SQL scripts to import, export, and modify data in customer databases
- Create and modify reports in DevExpress that dynamically update based on the data that customers input into their workflows.

Associate Software Engineer | Infosys LTD.

June 2019 – June 2020 // Raleigh, NC

Technical Environment - Java, Spring, Spring Boot, JavaScript, TypeScript, Node.js, Angular 7, HTML, CSS

Skills

Back-End

Java – PostgreSQL

Front-End

React – Redux – JavaScript (ES6) – HTML5 – CSS3 – SASS

Tooling

Git – Webpack – Babel – Redux DevTools – Chrome DevTools

Education

North Carolina State University

May 2019 // Raleigh, NC

- *B.S. Biological Engineering*
- *Environmental Engineering Concentration*

Projects

FlixFindr | https://flixfindr-nc.herokuapp.com/
Github - https://github.com/nchomsky/FlixFindr
Technical Environment – React, Redux, Sass, Axios
- This RESTful web app lets you search for your favorite movies! Built with React and Redux.

FoodTrackr | https://foodtrackr.herokuapp.com/
Github - https://github.com/nchomsky/FoodTrackr
Technical Environment – React, Material UI, Axios
- This RESTful web app lets you track your food! Built with React and Material UI.

Multiplayer Rock, Player, Scissors | https://rock-paper-scissors-nc.herokuapp.com/
Github - https://github.com/nchomsky/RockPaperScissors
Technical Environment – JavaScript, Socket.io, Node.js, Express, HTML, CSS
- A Rock, Paper, Scissors Game that has both Single player and Multiplayer Modes.