

NOAH PICARD

Software Developer noahpicard.com noah_picard@brown.edu 707.974.0145

EXPERIENCE

B12 New York NY · Summer 2018

RDV Academy Scholar / SWE Intern

Worked on Acquisition Team to improve user experience with AI generated websites. Redesigned theme selection, allowing users to preview generated versions of their site. Implemented mobile onboarding to customize experience for primary traffic source. Improved crowdsourcing system Orchestra to speed up workflows of designers and CSMs. A/B tested improvements to evaluate user impact.

Nextdoor San Francisco CA · Summer 2017

KPCB Engineering Fellow / SWE Intern

Worked on Web Core Experience Team to implement website redesign. Launched site nationally / internationally and responded to user issues. Developed internal Neighborhood Operatives tools to investigate and resolve user conflict. Adapted delivery system for engagement emails on agency platform. Extended Anti Racial Profiling system for alerts and improved coverage.

Pinterest San Francisco CA · July - Sept 2016

Software Engineering Contractor

Worked on the Growth Team, fixing new user experience issues on web. Developed content-focused new user emails while improving frameworks for selection algorithm testing. Wrote database crawler to convert system-specific new user signals to system agnostic signals for entire user database.

Highlight San Francisco CA · May - July 2016

Software Engineering Intern

Improved image displays for user suggestions in iOS photo-sharing app. Open-sourced the lightweight iOS database framework, LightBase. Transitioned through acquisition of Highlight by Pinterest.

Enphase Energy Petaluma CA · Summer 2015

Software Embedded Intern

Developed internal tools for installing and maintaining microinverter settings and geo-profile information.

Brown University CS Providence RI · 2014 - 2016

Software Designer / Teaching Assistant / Researcher

Constructed Spark Core models to simulate IoT software for CS classes. Taught algorithm / data structure design to groups of students. Published in CHI 2016 and ACM for research in IoT interfaces.

Remote Sensing Systems Santa Rosa CA · Summer 2014

Software Engineering Intern

Built software to calibrate satellites and process meteorological data from satellites, IR devices, and buoys, for NASA, NOAA, and the general scientific community.

Picard Web Design Cotati CA · 2013 - 2016

Freelance Web Designer

Designed engaging company websites and apps for small businesses.

Salazar Games Rohnert Park CA · 2011 - 2014

CEO / Lead Designer

Founded company and directed 8 game designers to build 20+ games for salazargames.com, with over 20,000 downloads.

EDUCATION

Brown University

Sc. M Computer Science 2018 - 2019

Machine Learning · Artificial Intelligence

Brown University

Sc. B Comp Sci / Math 2014 - 2018 GPA: 3.83

Honors · Magna Cum Laude · Phi Beta Kappa

LANGUAGES

Java · Python · Javascript · C · C++ · C# · Matlab · Ruby · PHP · CSS · HTML · SQL · Fortran · IDL · Lisp · Pyret · x86-Assembly

FRAMEWORKS

React.js · Angular.js · Django · Meteor · Backbone.js · JQuery · Node.js · Maven · Jasmine · Ruby on Rails · Anaconda

PERSONAL SKILLS

Applied Mathematician · Published Poet / Writer · Hip-Hop Dance Performer · Black Belt (Konsei / Aikido)

