



NOOK HARQUAIL

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EXPERIENCE

- TECHNICAL LEAD, YIELDMO** Mar. 2018 — Present
SENIOR SOFTWARE ENGINEER, YIELDMO Mar. 2017 — Mar. 2018
SOFTWARE ENGINEER, YIELDMO Apr. 2016 — Mar. 2017
 We build beautiful interactive mobile ads that reach >70% of smartphone users. Developed easy-to-use and performant APIs for iOS + mobile web (including AMP, DFP, AppNexus). Transitioned our core codebases from JavaScript to TypeScript. I focus on code quality, repeatable process, and mentoring junior developers.
- MAKER, VIACOM LAB** Sep. 2015 — Jan. 2016
 iOS development and human-centered design in an experimental team at Viacom.
- SENIOR DESIGNER & DEVELOPER, DALI LAB** Sep. 2014 — Aug. 2015
 Designed high and low-resolution mockups for websites and apps. Implemented novel interfaces and developed mobile and web apps. Mentored student members.
- COFOUNDER, NEBULOUS GAMES** Jan. 2014 — Aug. 2015
 Released an iOS word game. Extensive development in Objective C with SpriteKit.
- TECHNICAL WRITING INTERN, INFORMATICA** Jun. 2013 — Aug. 2013
 Wrote and updated product documentation using D.I.T.A and Adobe tools.

SKILLS

WEB

JavaScript, Node,
TypeScript, HTML5

iOS

Swift, Objective C,
SpriteKit, SceneKit

OTHER DEV

PHP, C, C++, Java, Haskell,
SQL

SOFT

Agile, Scrum, Design Thinking

EDUCATION



DARTMOUTH COLLEGE

M.S. Computer Science and Digital Arts
Full-tuition merit scholarship

DARTMOUTH COLLEGE

B.A. English Literature
B.A. Computer Science GPA: 3.68/4.0 Cum Laude



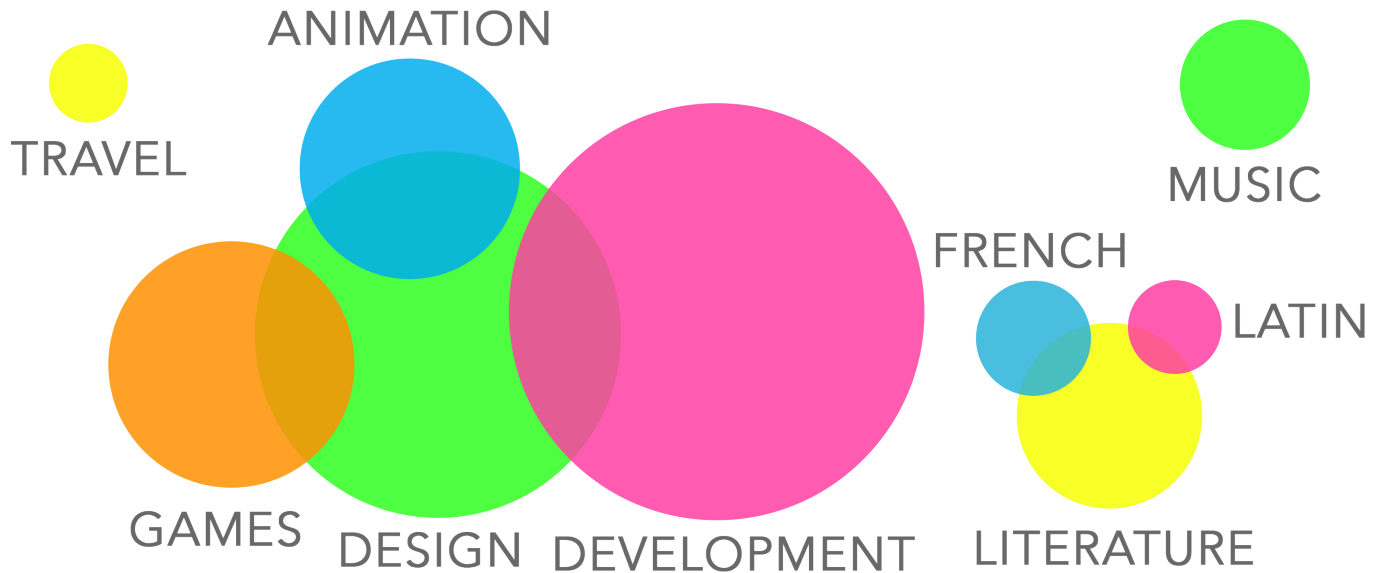
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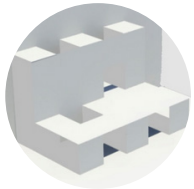
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INTERESTS



PROJECTS



FOLDLINGS

IOS APP

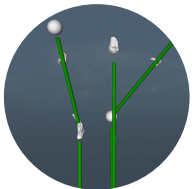
A tool for creating and simulating 90-degree pop-up books with arbitrary shapes. iOS development in Swift using SceneKit. Created with Marissa Allen and Tim Tregubov.



WORD BLASTOFF

IOS WORD GAME

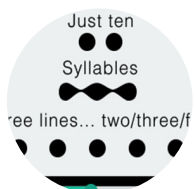
A physics-based word game, now available on the App Store. Pixel-perfect design and development with Objective C, using SpriteKit. Created with Michelle Khare. See: www.wordblastoff.com



ARBOR BIOLOGY

UNITY APP

3d visualization software for annotated phylogentic trees. I created mockups, built a parser for the tree format, and developed game components in C#. Created with DALI Lab student members.



DEKAAZ

WEB APP DESIGN

A social network surrounding a new form of poetry. Dekaaaz is a form created by Rachel Bagby, similar to the Haiku. I created wireframes, high resolution mockups, and designed the user experience. Developed with DALI Lab student members.