Noah Quanrud

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Education

Illinois Institute of Technology, Fall 2016 - 2020

BS in Electrical and Computer Engineering

Relevant coursework: Data Structures and Algorithms, Introduction to Algorithms, Software Engineering, Systems Programming, Operating Systems, Object Oriented Programming II, Object Oriented Programming I, Digital Computer and Computing, Introduction to VLSI Design, Introduction to Computer Networks, Microcomputers and Embedded Computing Systems, Computer Organization and Design Circuit Analysis II, Circuit Analysis I

Achievement:

Interproffesional Projects program (IPRO) winner for sustainable solutions track in spring of 2019 IPRO day in which me along with 3 teammates created a plastic shield that blocks the top of pesticides being sprayed so that less pesticides will drift into the air when being applied to help combat the air pollution problem caused by the pesticides drifting into the air in India.

Saratoga High School, Fall 2012 - Spring 2016

Activites:

1. Basketball (All 4 Years)

    JV Most Improved (2013-14), Varsity Most Improved (2015-16)

2. Water Polo (All 4 Years)

    JV Most Improved (2012-13), JV Team Captain and JV MVP (2013-14), Varsity Most Improved (2014-15), 1st Team All-League and Defensive MVP (2015-16)

3. Volleyball (All 4 Years)

    JV Team Captain (2013-14)

4. Chess

Employment

Software Developer - Bowcapital - Summer 2018

Migrated the website from a Google Cloud Platform server to Kinsta servers to increase reliability and lower maintenance.

Created a daily program to extract, transform, and load data from the Crunchbase API into an internal database for enhanced analytics and usage.

Lifeguard - Summers of 2014, 2015, 2016

Basketball Coach - Spring 2016

Coached a 7th grade basketball team

Skills

Computer Languages: Common Lisp, Python, Javascript, C++, Java, HTML, CSS, SQL

Computer Architecture: MIPS, EASy68K

Personal Projects

I like to spend my free time on programming projects. The projects I work on are based on my interests. The backend code is usually in Common Lisp because (a) it was suggested to me and (b) it's flexibility and simplicity makes it easy to work with and develop more and more complicated projects. The front end is usually a dynamic web site.

For example, since basketball is my favorite sport, I built a website computing and displaying basketball statistics. I obtained the data by scraping JSON files provided by NBA.com and then parsed the JSON files to obtain useable data. I made tables that list individual player statistics (with options such as totals or per-game averages, or various timeframes), and calculated less straightforward things like the pareto optimal players for two given categories.

As another example, I made a website to record and display the results of matches in the video game "FIFA" between me and my friends. This site is a lot more interactive then my previous ones and it was really cool to see my friends use it. (Sadly, the new version of FIFA now provides its own functionality for tracking matches between friends.)

Created a chat platform for audio. I never made something that involves creating accounts and using sql databases so creating something that uses them that also allows interactions with other accounts like a legitamite website has been a lot of fun. I choose to revolved it around audio because I feel like the sound of one's voice is very personal and so being able to potentially make something that could evoke someone's emotions is really cool.

Made an Alexa Name Analysis Program. It is an Alexa program written in javascript that takes two inputs, a name and gender, and gives an analysis based of the results queried and parsed from kabalarian philosophy

Also have been working on a note taking system program and a medium platform for articles and podcasts, although I don't have them up online at this moment.

I have a website at `www.noahquanrud.com` with links to some of my projects (few more in addition to the two examples above). I also write blog posts about tools and tricks I learned along the way. I think it is pretty cool to be able to see my progress over time and making these little posts about whatever I just learned is a good marker for that. In general, working on something new is a lot of fun because I get to go down a path I haven't been down before and learn cool things that I hope to apply elsewhere down the line.

Last updated: May 12, 2022