

NOAH REECE

FULL STACK SOFTWARE ENGINEER | GAME DEV

New York, NY | (210) 416-4643 | noah.w.reece@gmail.com

[LinkedIn](#) | [Github](#) | [Portfolio](#)

An experienced TypeScript and React full stack web and game developer, I take joy in leveraging my artistic background to craft engaging user experiences with a positive, collaborative spirit. From my work with mission-driven accessible networking startup Bandto to my mobile word game Worderby, I seek to use technology to foster real human connection.

SKILLS

Languages: TypeScript, JavaScript, HTML, CSS, SQL, PL/pgSQL, C#, C++, Python, Ruby, Go, Java

Frameworks/API's: React JS/Native, Node.js, Expo/EAS, Redux, React Navigation, Reanimated, OpenAI, Rails

Services/Engines: Google Cloud, Figma, Supabase, Git, Branch.io, Play Console, App Store Connect, Unity, Unreal

EXPERIENCE

Bandto (New York, NY) (*React, TypeScript, Expo, Supabase*) - [website](#) | [iOS](#) | [Android](#) 09/2022 - present

Lead Software Engineer

- Led coding of, wrote documentation for, and trained team-members on usage of React/TypeScript front end
- Designed codebase structure and developed dev scripts and tools, enabling quick prototyping without loss of clarity
- Interfaced with founder/stakeholders to set feature and design priorities and communicate programming progress
- Wrote back-end server schemas, Postgres SQL queries, and trigger functions to maintain data integrity

Olivier Cheng Catering and Events (New York, NY) 08/2015 - 02/2022

Administrative Manager

- Codified 96 pages of documentation for payroll, HR, and company culture for training and reference
- Led year-long migration of payroll/HR platform from original proposals to completion resulting in 30% cost reduction
- Updated payroll recording from manual entry to CSV imports on own initiative, increasing efficiency by 800%

TECHNICAL PROJECTS

Worderby 2.0 (*React, TypeScript, Expo, Redux, Supabase*) - [Github](#) | [v1.0 - 90sec Demo](#) 2023

Multiplayer word game for mobile (iOS + Android) with live online play across devices, on track for public release

- Designed, playtested, and implemented feedback on game mechanics and design for multiplayer word game
- Ensured universally accessible state with Redux Toolkit, allowing consistent data management across components
- Configured app build workflows for development, internal, and production distribution using EAS, for iOS and Android
- Styled components and screens to be responsive to font size accessibility settings, maintaining usability for all users

React Native Authentication Template (*React, JavaScript, Expo*) - [Github](#) 2022

Robust all-purpose authentication UI/UX for mobile apps, built with an Expo Managed Workflow

- Implemented dark/light themes through a central and extensible framework which can auto detect system settings
- Programmed front-end input validations with visual feedback to enhance user experience while reducing server calls
- Integrated OAuth sign-in with Google and Facebook using a combination of custom hooks and Expo Auth Session

Track Roll (*Unity, C#*) - [Github](#) | [itch.io](#) 2022

A puzzle-game developed over 48 hours in Unity3D for the GMTK Game Jam 2022

- Built modular and extensible level framework through use of prefabs, public enums, and scriptable objects
- Ensured consistent handling of events, game logic, and scene loading through managers using the singleton pattern

EDUCATION

Flatiron School

Full-Stack Software Engineering focusing on Object-Oriented Programming, JavaScript, Ruby on Rails,

Collaborative and Solo Project Management, Debugging, Version Control, and Deployment

New York, NY

06/2022

University of North Carolina School of the Arts

Bachelor of Fine Arts (BFA) - Theatre

Winston-Salem, North Carolina

05/2015