

NOEL COWER

EMAIL ncower@gmail.com
PHONE +1 (208) 254-0647

STATEMENT

I'm a software engineer focused on ensuring systems are stable, always available, and easy to maintain. I'm also a gopher.

EMPLOYMENT HISTORY

Kochava. Sandpoint, ID. AUG 2014 — PRESENT

Software Engineer. I develop backend systems for high-volume traffic processing and any systems where performance and availability is critical. I primarily work in the Go programming language and made it one of Kochava's primary programming languages for new systems. I worked on impressions processing (view-through attribution) and postback engine development (including our Vlad postback daemons). I'm often found supporting our team's numerous older PHP and node.js projects. Responsible for the Kochava iOS SDK build system. I also maintain our GitLab servers, converted our dev team to Git and GitLab, and helped automate our Docker image builds.

Self-Employed. Sandpoint, ID. JUL 2010 — AUG 2014

Programmer. I developed software for Mac OS X, Android, and Linux. This includes the Ascension 2 Live Wallpaper for Android, and OakTree, a static HTML Ruby blog platform. Other projects include my C++11 Snow game engine; its common library, snow-common; and the Rusalka VM. I am also the author and maintainer of the glfw3 Ruby gem and other OpenGL-related Ruby gems.

Turning Technologies. Youngstown, OH. OCT 2012 — DEC 2012
Intern.

Leadwerks Corporation. Las Vegas, NV. JUL 2009 — AUG 2009

Contracted Consultant. I developed a Lua scripting framework, LuGI, and helped implement and support its use in the Leadwerks Engine 2.0. Implementing LuGI resulted in increased productivity for Leadwerks Engine licensees.

EDUCATION

Boise State University. Boise, ID. AUG 2009 — MAY 2013

B.A. in English, writing emphasis. I graduated magna cum laude with a program GPA of 3.951 and a cumulative GPA of 3.822. I've been placed on the Dean's List three times with highest honors, twice with high honors. I was also a member of the Phi Kappa Phi Honor Society and English Majors Association.

North Idaho College. Coeur d'alene, ID. JAN 2005 — MAY 2008

No degree. Studied computer science, writing, and philosophy. Left with a GPA of 3.569. I was a member of the Phi Theta Kappa Honor Society.

PROFILES & WEBSITES

GITHUB github.com/nilium
STACK stackoverflow.com/users/457812
BLOG spiffstastic.net/

SKILLS OVERVIEW

Programming

I began programming back in 2004 and have worked on software for mobile devices and desktops. I focus on building desktop software, mobile apps, and high-performance libraries for other developers. I've shipped a number of open source tools and libraries as well as one Android app. In addition, I built a number of the high-performance, mission critical systems for Kochava, including working on our impression processing (view-through attribution) and postback delivery services. I'm particularly enthusiastic about using Go to build systems.

Writing & Communication

I received an English degree in the writing emphasis at Boise State University (BSU). I wrote technical documents, news articles, nonfiction, fiction, and poetry. There, I focused on crafting easy-to-read and approachable writing. In addition, I've run personal blogs over the years. I've done many presentations for university classes as well, both to students and faculty, including a panel on tablet apps used by students for BSU faculty.

TECHNICAL SKILLS

Mac OS X dev.	bash and zsh
Android dev.	Xcode
OpenGL	Visual Studio
C and C++	HTML5
Objective-C	CSS
Java and Scala	Javascript
Ruby	