Noah Mewes

Minneapolis, MN 55413 | 952-460-0518 | noahmmewes@gmail.com | https://noahmewes.github.io/

Professional Experience

Software Engineer   *February 2022 to Present*
Optum   *Eden Prairie, MN*
- Develop sync and compaction services using Java and Spring Boot to ingest data from Kafka topics into snowflake and azure containers
- Validate data end-to-end to allow for a seamless user experience using Snowflake and SQL queries
- Deploy and maintain services using Jenkins pipelines to ensure quality when rolled out to production
- Collaborate with cross functional team members and other departments in Agile development for sprint planning, sprint reviews, and use of Rally
- Work with business partners to document complex company-wide acceptance test plans using JUnit and Groovy

Software Engineer   *November 2020 to February 2022*
Open Systems International   *Medina, MN*
- Design and develop interface solutions based on reviewing functional and technical specifications executed in MuleSoft
- Work with a clients to propose interface designs to meet their needs and ensure interface development quality
- Collaborate with cross functional team members and other departments in Agile development for sprint planning, sprint reviews, and use of Jira

Intern Undergraduate 2   *May 2019 to August 2019*
Dell   *Eden Prairie, MN*
- Write end-to-end integration tests for existing services using Typescript and Node.js
- Use REST API and SQL to connect the existing service frontend web page to the backend
- Locate and fix existing bugs found using C#

Skills

Technical Skills: Java, Spring Boot, C#, SQL, JavaScript, SQL, Node.js, HTML 5, MongoDB, Rest API, Python, MuleSoft, Spring Boot, Snowflake, Jenkins, Kafka, Unity 3D, C++

Other Skills: Adobe Photoshop, Adobe Illustrator, Adobe InDesign, Adobe Premier, Microsoft Word, Microsoft Excel, Agile Development

Personal Projects

UMD Alive   *2019*
- Android app created using Agile Development
- Developed with Android Studio, Java, Firebase, and MongoDB

Blocky Bounce (iOS Game)   *2018*
- Developed using Unity 3D, and written in C#
- Published on the iOS App Store

Education

University of Minnesota – Duluth   *Duluth, MN*
Bachelor of Arts in Computer Science   *Graduated May 2020*
Minor in Marketing