Noah Martin

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Experience

Co-Founder and Lead Programmer at ThnkDev   **2011 – Present**

Co-Founder and programmer for an app development startup. We primarily focus on creating mac apps including the popular QuickRes, Screenie, and Snapped for Mac.

Senior Software Engineer at Airbnb   **2016 – Present**

Architecting high performance iOS and backend applications scaling to hundreds of developers and millions of users. Experimenting with new technologies including CoreML, Metal, Spark, Dynamic Type, and iMessage apps to reach new users and grow bookings.

Software Development Engineer Intern at Apple   **Summer 2015**

Creating an innovative new product to provide deeper integration and user engagement to a first party iOS App.

Independent Study Virtual Reality Rock Climbing   **Spring 2015**

Prototyped an immersive virtual reality rock climbing wall as part of a research project with Professor Schulze. https://www.youtube.com/watch?v=cnGlz9kkd_E

Software Development Engineer at Yelp   **Summer 2014 – Winter 2015**

Worked on the Yelp Android app as a summer intern and a part-time engineer. I developed new social features and enhanced existing experiences, including a redesigned home page and improvements to photo viewing.

Independent Study Creating Data Transfer Tool   **Spring 2014 – Fall 2014**

Building a UDT based tool to transfer large amounts of data over long distance and high-bandwidth networks as part of a research project with Professor Papadopoulos. https://github.com/avivkiss/warp

Software Development Engineer Intern at Amazon Lab126   **Sumer 2013**

Developed features for the Kindle Fire tablets as a member of the framework team, primarily modifying Android source to improve and create new components.

Education

University of Southern California   **Spring 2017 – Spring 2020**

Graduated from USC with a masters degree in Computer Science.

University of California San Diego   **2012 – 2016**

Graduated summa cum laude from Eleanor Roosevelt college with a major in Computer Engineering

Skills and Achievements

○ **Published Airbnb engineering blog posts** on learnings from new iOS technologies: <u>Dynamic Type</u> and <u>iMessage apps</u>

○ Experience with deep learning applications in iOS apps from building a photo amenity detection feature using **YOLOv3 in CoreML**, and implementing EnhanceNet to perform **single image super resolution on the Neural Engine**

○ Created Mac and iOS applications with over **200,000** site visits and **350,000** downloads

○ Worked on first party apps **shipping in iOS**

○ Built and operated multiple 3D printers, and contributed to **OctoPrint**

○ Had applications featured on news sites **Macworld**, **Lifehacker**, **Product Hunt**, and **Mashable**

○ Led teams of 10+ engineers to deliver new experiences to Airbnb users

○ Developed an augmented reality game using ARKit and RealityKit for USC's Advanced Mobile Devices