Noah Brezel

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Quality Assurance engineer with a background in CAD, custom fabrication and frontend development. Fast learner who brings a meticulous approach & diverse skillset to each project. Team player adept at problem solving and implementation.

SKILLS

Design | *Onshape, SolidWorks, Vectorworks, Sketchup, Rhino, Illustrator, Photoshop, hand sketching, physical prototyping*
Programming | *JavaScript, HTML, CSS, SASS, Python, React.js, Node.JS, Express JS, React Native, PostgreSQL, Sequelize, Git, Bootstrap*
Other | *Jira, Confluence, Zephyr Scale, Trello, Slack, Kibana, TunnelBlick, Google office suite, Microsoft office suite*

PROFESSIONAL EXPERIENCE

QUALITY ASSURANCE ENGINEER | ONSHAPE - *Boston, MA   2022-2023*

Onshape is a cloud-native, browser based parametric computer aided design software (CAD). 250-300 employees.

- Manually tested software across different stacks (and on both desktop & mobile) to find bugs for 10-20 user facing and documentation stories per 3 week release cycle
- Found and wrote up 20-30 software bug tickets per week in Jira, including reproduction steps, testing environment, and annotated screenshots or video captures as needed
- Verified 10-30 resolved bugs per day: either closed out or reopened, depending on whether incorrect behavior had been properly addressed
- Tracked 10-20 stories per sprint cycle, taking lead ownership of exhaustive manual testing to determine if story should be included in release
- Worked with colleagues across multiple teams to refine desired software behavior and track feature development
- Ran Zephyr Scale release validation test cycles in support of tri-weekly deploy

DESIGNER | GYROSCOPE INC. - *Oakland, CA   2019-2020*

Gyroscope is a boutique architecture and design firm focused on the design of science and children's exhibits. 10 employees.

- Produced 3-D CAD models and designs for two activity vans for kids for San Mateo County Library for design development phase, including research on expanding accessibility for all participants. Delivered 4+ design proposals to board members to successfully address client requirements for weight, cost and access
- Refined exhibit designs for 6+ zones for 5+ design development client meetings for El Paso Children's Museum within a strict production schedule
- Developed 12+ interactive exhibits and modular furniture for multiuse, teen–focused maker space in York, PA. Presented at 8+ successful stakeholder meetings for schematic design phase

LEAD MECHANICAL DESIGNER | GIZMO ART PRODUCTION - *San Francisco, CA   2014-2019*

Gizmo Art Production is a design and fabrication company specializing in creating large sculpture and museum exhibits. 20 employees.

- Created 3-D CAD models and fabrication drawings used by in-house team to build 50+ custom projects (furniture, sculptures, and exhibits), including all fabrication of the Habitarium at the Oakland Zoo
- Primary point of contact for clients and structural engineers on 50+ projects, including refining construction technique for the Dream sign on San Francisco hillside
- Formulated prototyping and building techniques for custom projects, including using a projector to accurately match the client's complex organic computer model to a full-sized sculptural bench that was carved from redwood beams for Stanford University. Client satisfied that finished product within ¼" of intent

FOUNDER/PRODUCT DESIGNER | SPOKE SYSTEMS - *San Francisco, CA   2012-2014*

Spoke Systems built and installed bicycle storage solutions for businesses' employees. One employee.

- Designed, fabricated, and installed custom employee bike storage to keep offices organized for companies including Greenpeace, ClifBar, and Splunk
- Design consultant and fabricator for collapsible bike corral to be used as prototype for future portable bike storage for SF Yerba Buena Community District Benefit

EDUCATION

2020   GENERAL ASSEMBLY - *San Francisco, CA* | SOFTWARE ENGINEERING IMMERSIVE PROGRAM
Full-stack software engineering immersive bootcamp program focused on website development fundamentals and object oriented programming. During the course, developed a portfolio of individual and team projects.

2006-2010   CALIFORNIA COLLEGE OF THE ARTS - *San Francisco, CA* | BFA FURNITURE DESIGN, with distinction

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