

Noah LaLonde

📍 Minnesota, USA | ✉️ noah@threehats.co | 🌐 threehats.co | 🔗 linkedin.com/in/ThreeHats |
 🐙 github.com/ThreeHats

Summary

Full-stack developer focused on automated testing, REST APIs, desktop applications, and developer tooling. Maintaining open source projects with 20,000+ monthly API requests.

Experience

- Software Engineer**, Freelance – Remote Feb 2025 – present
- Collaborated with Soncraft founder to build integrations for their RPG music platform, including Foundry VTT module, Stream Deck plugin, and input device support (MIDI, gamepads, keyboard shortcuts)
 - Developed internal REST API within Soncraft's Electron app to serve external integrations
 - Delivered custom Foundry VTT modules for clients based on technical specifications
- AI Code Reviewer**, DataAnnotation – Remote Mar 2024 – present
- Evaluated AI-generated code for bugs, security issues, and best practices across Python, TypeScript, and JavaScript
 - Designed prompts that consistently exposed edge cases, logical errors, and failure patterns in AI-generated code
 - Identified hallucinated content, security vulnerabilities, and subtle bugs to improve model accuracy
- Kitchen Manager**, Various Restaurants – Minnesota Jan 2018 – Feb 2025
- Managed daily operations, inventory, and quality control for high-volume kitchens
 - Coordinated teams of 5-15 staff during peak service; trained new hires on systems and procedures
 - Resolved customer complaints and special requests; maintained high satisfaction in fast-paced environment

Skills

Languages: Python, TypeScript, JavaScript, HTML, CSS

Web & APIs: Node.js, Express, React, PostgreSQL, REST APIs, WebSockets

Tools: Jest, Docker, GitHub Actions, Git, Linux

Projects

- Auto Wall** — autowallvtt.com 2024
- Desktop tool (400+ downloads) for converting battle maps into wall data with automatic wall, door, and light detection
 - Built with PyQt6, OpenCV, and scikit-learn for edge detection and color-based wall extraction
 - Published releases for Windows, Linux (deb, AppImage), and macOS with CI/CD via GitHub Actions
- Foundry REST API** — foundryvtt-rest-api-relay.fly.dev 2024
- Relay server and Foundry module exposing VTT world data through REST endpoints and WebSocket communication
 - Public relay handles 20,000+ requests/month; deployed on Fly.io with Docker and user authentication
 - Integration tests with Jest tied into documentation generation via TypeDoc and Docusaurus
- Sins2 Entity Tool** — github.com/ThreeHats/sins2-entity-tool 2024
- PyQt6 desktop editor for game mod files with form-based UI auto-generated from JSON schemas
 - Features undo/redo command stack, live validation, and visual research tree editor
 - Includes texture preview, sound playback (Pygame), and localization support

Education

Zero To Mastery Academy, Udemy, Certificates in Software Engineering, Web Development Jan 2023 – Dec 2023