

Noah Ergezinger

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Edmonton, AB

Experience

Manager of Technology

Imagine Cities

December 2021 - Present

Currently managing a team of two junior developers to maintain a **Django**-based internal **publishing tool**, used by 12 volunteers, and an as-of-yet launched search engine. I also maintain the web server deployed with **Gunicorn** and **Nginx** and perform **automated testing and deployment** with a **CI/CD** pipeline using a self-hosted **Github Actions Runner**.

Software Developer

MecSim Consulting and Engineering

May - August 2021

Worked in a team of two to develop and deploy web applications for research projects using **React**, **Next.js**, and **Django**. Coordinated with researchers to convert existing **Matlab** programs to web applications that perform **server-side data processing** and **visualization**.

Research Assistant

University of Alberta, Department of Civil & Environmental Engineering

May - August 2019, May - August 2020

Developed automated tools for processing and filtering pipeline dent scans using **VBA** and **Numpy**. Worked on a computer vision application based on **Pytorch** to track squash players during a match using only the broadcast camera. Involved in writing two published papers, Lead-Authoring one and Co-Authoring another.

High School Internship Program

University of Alberta, Department of Computing Science

July - August 2016

Developed AI programs in a collaborative research environment to play the board game *Hex* using Monte-Carlo graph search techniques with **Python** and **Numpy**. Produced an end-of-term poster and presented our summer accomplishments at a mock conference.

Publications

Ergezinger, N, Virk, AS, Woo, J, Kainat, M, & Adeeb, S.

Application of Noise Filtering Techniques for the Quantification of Uncertainty in Dent Strain Calculations.

Proceedings of the 2020 13th International Pipeline Conference. Volume 1: Pipeline and Facilities Integrity. Virtual, Online. September 28-30, 2020. V001T03A026. ASME.
<https://doi.org/10.1115/IPC2020-9580>

Baqlig MM, Ergezinger N, Mei Q, Gül M, Adeeb S, Westover L.

A Deep Learning and Computer Vision Based Multi-Player Tracker for Squash.

Applied Sciences. 2020; 10(24):8793. <https://doi.org/10.3390/app10248793>

Education

University of Alberta

BSc with Specialization, Major in Computing Science

2017 - 2021

Languages and Frameworks

Fluent:

- Python, C, C++
- Javascript, AJAX
- HTML, CSS, Jinja
- Django, Numpy, Scipy, Pandas, Pytorch

Some Experience:

- JSX, Typescript
- Flask, Node.js, React
- SQL, XQuery, SPARQL
- Java, Kotlin
- C#, Unity C#
- MATLAB, VBA, CUDA

Tools

- Git, Unix, Bash, Make, Regex
- Nginx, Gunicorn, system/journalctl
- Github Actions, Actions Runner
- VSCode, Visual Studio, Excel, Unity

Volunteering

President, UofA Squash Club

September 2020 - December 2021

Summer youth camp

Athabasca AB, August 2017

Registration Desk

Various Squash tournaments

Awards and Achievements

NSERC USRA

May 2019 & May 2020

Squash Alberta University & College Championships, Teams Event

Silver - 2017, Bronze - 2018

Iverson Computing Science Exam

6th place provincially, May 2017