Noah Ergezinger

noah.ergezinger@gmail.com
github.com/NErgezinger
Edmonton, AB

I am a recent graduate of Computing Science at the University of Alberta, looking forward to working as a software developer on exciting projects involving data processing, web services, automation, simulation, and anything else that sounds interesting. I am open-minded and optimistic while cooperating with a team.

Experience

- **Manager, Technology**
  Imagine Cities
  December 2021 - Present

  I manage a small team of programmers to produce the Imagine Cities Search Tool and maintain the informational Imagine Cities website. I also perform production and DevOps tasks such as server maintenance and automated deployment.

- **Research Assistant**
  University of Alberta, Department of Civil & Environmental Engineering
  May - August 2019, May - August 2020, May - August 2021

  Participated in the research and development of multiple projects involving data processing and filtering, numerical analysis, web publishing, and visual recognition. 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

  Worked with a team on developing AI programs to play the board game *Hex* using Monte-Carlo graph search techniques. Produced an end-of-term poster and presented our summer accomplishments at a mock conference.

Volunteering

- Executive, University of Alberta Squash Club,
  September 2020 - December 2021
- Summer youth camp, Athabasca AB, *August 2017*
- Various Squash tournaments, Registration Desk

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

- Baclig 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

- **BSc with Specialization, Major in Computing Science**
  University of Alberta
  Graduated December 2021

- **High School**
  W.P. Wagner
  Graduated 2017 with Honors

Skills

Programming Languages

- **Fluent:**
  - Python, C, C++
  - Javascript, AJAX
  - HTML, CSS, Jinja

- **Some Experience:**
  - JSX, Typescript
  - SQL, XQuery, SPARQL
  - Java, Kotlin
  - C#, Unity C#
  - MATLAB, VBA, CUDA

Tools and Frameworks

- Git, Unix, Bash, Make, Regex
- Numpy, Scipy, Pandas, Pytorch
- Django, Flask, Node.js, React
- Nginx, Gunicorn, system/journalctl
- Github, Github Actions
- VSCode, Visual Studio, Excel, Unity

Awards and Achievements

- NSERC USRA, *May 2019 & May 2020*
- Squash Alberta University & College Championships, Teams Event:
  Silver - 2017, Bronze - 2018
- Alexander Rutherford Scholarship, *2017*
- Iverson Computing Science Exam, 6th place provincially, *May 2017*