**Noah Cardoso**

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## Education

**McMaster University** — Hamilton, ON
Bachelor of Engineering, Software Engineering — April 2027
Relevant Coursework: Deans' Honour List

**St. Ignatius of Loyola** — Oakville, ON
Graduated with a 95% average, achieving Honour Roll every year — June 2023

## Experience

**McMaster Research** — Hamilton, ON
**Research Assistant** — May 2024 – August 2024

- Worked as a developer on a Generative AI project called Drasil (https://github.com/JacquesCarette/Drasil) under Dr. Spencer Smith and Dr. Jacques Carette.
- Added support for generating Sets in C, C++, Swift, Julia, Java and Python.
- Created UML diagrams of the object hierarchy for Drasil which led to a re-design of how knowledge is represented in the project.

## Leadership & Activities

**McMaster Engineering Society** — Hamilton, ON
**IT Coordinator** — June 2024 – Present

- Manage and maintain all McMaster Engineering club and team emails and networks.
- Provide technical support to students and ensure data security.

**McMaster Mars Rover Team** — Hamilton, ON
**Outreach Team** — October 2024 – Present

- Contacted companies to obtain sponsorships and plan outreach and school events.
- Raised $3500 in donations for McMaster Mars Rover in the 2023-2024 school year

**Loyola Robotics** — Oakville, ON
**Co-Founder** — October 2022 – June 2023

- Co-led the programming team, raised funds, secured sponsorships, and promoted community outreach.
- Achieved Boost Award, Rookie Inspiration Award, and 3rd place in the provincial robotics competition at the University of Waterloo.

## Projects

**Android App** — https://github.com/Toluwaleke765/ByteBrain
**ByteBrain** — March 2024

- Worked with a team to create ByteBrain which is Duiligo but for math and physics.
- Learned how to develop apps using Android Design Studios and Java
- Created an algorithm for generating questions

**Maze Solver** — https://github.com/NoahCardoso/A_Maze
**A-Maze** — December 2022

- Created a random maze generator for a Java game based on a binary tree algorithm
- Developed a maze-solving algorithm based on the dead-end principle of mazes

## Skills & Interests

**Technical:** C, Haskell, Java, Python, Rust, Git, Linux, HTML, MatLab, Arduino, Android Design Studios
**Interests:** Weightlifting, taekwondo, swimming, fishing, running, reading