

Noah Feinberg

180 Riverside Drive, Deerfield, IL 60015 (224) 456-3234 noahbfeinberg@gmail.com

EDUCATION

University of Illinois Urbana-Champaign, Champaign, IL
Major: Computer Engineering
GPA: 3.60/4.00

May 2020

Experience

Fulcrum GT, Software Development Intern, Chicago, IL **May 2019 - August 2019**

- Created a server to scrape the US, UN, and EU sanction lists for fulcrums conflict searching software
- Devised a method to normalize various sanction formats to be processed by Elasticsearch
- Implemented Graphite and Prometheus libraries in order track metrics for a GraphQL endpoint
- Wrote a Helm script to deploy the sanction server onto a Kubernetes cluster

Fulcrum GT, Software Development Intern, Chicago, IL **May 2018 - August 2018**

- Backend dev for an iPhone application to generate activity schedules based on personal preferences
- Devised a learning system to intelligently generate schedules
- Programmed data structure architectures and REST API using Node JS and Typescript
- Personally created the notification system for spontaneous event searching

NorthShore University Health, Research Intern, Evanston, IL **July 2017 - August 2017**

- Assisted in the analysis of patient data in order to generate statistics for use as evidence in a COPD study
- Generated programs in Microsoft Visual Basic to assist in the modifying of Excel data sheets

Activities/Leadership Roles, UIUC, Champaign-Urbana, IL

Reflections Projections MechMania, Game Engine Team **January 2018 - February 2020**

- Game logic dev for a video game and AI based hackathon
- Programmed the data structures and rules that competitors AI's follow in C++
- Assisted in the development of game mechanics

Association for Computing Machinery (ACM) Gamebuilders, Member **August 2016 -Present**

- Dissected interesting aspects of popular modern games
- Created a basic remake of flappy birds
- Improved aspects of an old Final Fantasy(Nintendo Entertainment, 1987) boss project made in java

American Institute of Aeronautics and Astronautics (AIAA) Open Rocket, Member **August 2016**

- Assisted in the creation of new rocket simulation software in java
- Attended talks held to further interests in modern aerospace advancements

Projects

Class Projects

ECE 391 final project **May 2019**

- Programed a unix operating system from scratch in assembly and c
- Implemented malloc inorder to use dynamic memory allocation
- Developed paging system to properly manage all opened processes

ECE 385 final project **August 2018**

- Programed a fighting game in SystemVerilog onto the hardware of an FPGA
- Developed storing and rendering methods for spirits used in various fighting animations
- Constructed drivers used in taking in multiple inputs from a USB keyboard in C

Personal Projects

Video Game Engine

- Designed a video game engine using DirectX and C++
- Used engine in order to build a short test stage consisting of old Mario World assets

Skills

Proficient in C++, TypeScript, Python, Java

some proficiency in C, SystemVerilog, JavaScript, Node.js, Postgres, CSS, HTML, NX, Matlab, Guice, Docker, GraphQL, AutoCAD, Django, DirectX, Microsoft Visual Basic, Git, and Bash