NOAH SAFFER 48 Winthrop Rd. Short Hills, NJ 07078 – (973) 220-2114
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EDUCATION: Washington University in St. Louis | Sophomore - B.S. in Computer Engineering

ANTICIPATED – MAY 2020

Dean's List Honors – Cumulative GPA of 3.4

On track to complete my Bachelors of Science in Computer Engineering and my Master's degree 1 year thereafter.

Possible double major in Discrete Mathematics.

Washington University in St. Louis | Master's in Computer Engineering

ANTICIPATED – MAY 2021

I am applying into the Master's program at Washington University in St. Louis and other colleges in the fall of 2018.

EXPERIENCE: Teaching Assistant | CSE 260M Computer Design and CSE 247 Data Structures & Algorithms

FALL/SPRING SEMESTER 2017/2018

260M: After performing much higher than the rest of the class in a course meant for Juniors and Seniors, I was hired as a TA, and subsequently rehired for Spring 2018 as the head TA.

247: Hired as a TA due to my excellent performance relative to the rest of the class in a course meant for Sophomores and Juniors, rehired for Spring 2018.

Lead Instructor | Zatna LLC – Martinsville, NJ

SUMMER 2017

Taught high school and middle school children Intro to Electrical Engineering, Data Structures and Algorithms in Java, Python, C#, Unity, Tynker and GameSalad. I was promoted to the lead instructor position after two weeks on the job.

Founder, Advisor | Millburn Systems – Short Hills, NJ

SUMMER 2016

Founded a freelance computer company that dealt with advising, fixing and building systems for a plethora of local customers and provided solutions for issues ranging from router setup to software speedup.

Database Manager | Beauty Bar – Livingston, NJ

SUMMER 2016

Maintained and transferred medical data using software called Dr. Chrono for Mac, PC and iOS.

SKILLS – PROFICIENCY IN ORDER OF SKILL LEVEL:

1. VHDL
2. Java
3. Verilog
4. Python
5. C
6. Vex Robotics
7. C#
8. Unity
9. SQL
10. C++
11. Visual Basic

SIGNIFICANT ACCOMPLISHMENTS AND PROJECTS:

- Created a 32-bit CPU using an FPGA that was based on a Simple RISC with microprogramming and expanded it in my free time (VHDL, Verilog).
- Created a difference engine based on a Mealy-model finite state machine to calculate the peak of a polynomial function (VHDL, Verilog).
- Worked on 5 apps that were published to the Apple App Store (iOS Development).
- Used omnidirectional wheels to enable bot traversal in 8 directions seamlessly (VEX).
- Received an A in Computer Architecture 362M, a Junior level class.

REFERENCES AVAILABLE UPON REQUEST