

NOAH E. ORTEGA

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EDUCATION

Rice University

Bachelor of Arts in Electrical Engineering with a Specialization in Computer Engineering

Graduated May 2022

TECHNICAL SKILLS

Programming Languages: Java, Python, C++, HTML, CSS, JavaScript/TypeScript, Kotlin, C, Dart
Programs / Technologies: Windows, Linux, Microsoft Office, Android Studio, Visual Studio, Angular, IntelliJ IDEA, Flutter

Github Profile: <https://github.com/TheArcticKitten>

Personal Website: <https://noahortegaportfolio.web.app/>

WORK EXPERIENCE

TYSON FOODS, INC Springdale, AR

Summer 2021

Flutter Developer

- Developed a prototype application to replace an outdated Windows OS app used to manage inventory. The replacement app was much more efficient and could work across many different operating systems with a responsive UI to be manageable on various device sizes.

FORT WORTH ISD Fort Worth, TX

June 2017 – August 2019

Program Manager

- Further developed and maintained software to manage my high school's PSAT Summer Camp program with 400-500 attendees annually, increasing workplace efficiency.
- Managed all data for the camp including course scheduling, test scoring, and score reports.

PROJECTS

ANGULAR PORTFOLIO WEBSITE (HTML, CSS, TYPESCRIPT)

June 2022 - July 2022

- Designed a custom website using the Angular framework to display my development portfolio and resume.

TYSON EIM APPLICATION (FLUTTER/DART)

July 2021 – August 2021

- Developed a mobile/desktop application using the Flutter framework and Dart. It was a prototype to replace an outdated Windows OS application used to manage and track inventory. The replacement app was much more efficient and could work across many different operating systems with a responsive UI suitable for various screen sizes.

FEAT IMPLEMENTATION (FEEDBACK & EVALUATION VIA AUTOMATED TESTS) (JAVA)

August 2020 - November 2020

- Designed, built, and tested a large-scale program to auto-generate a set of black box test cases for a python function given a specification configuration file.
- Takes a data-driven approach to test case generation to output a small efficient and effective test suite to test any buggy implementation of the specified python function.

ONLINE FORUM BOT (PYTHON)

December 2016 - January 2017

- Invented an online bot to scour the forums for the Smash Brothers (video game) community on the popular website Reddit.
- Looks for keywords/phrases in all comments in the community. After finding a trigger phrase the bot will respond with bountiful information about the query it was given.

ANDROID UNITY GAME (C#)

Earthack (hackathon), April 2017

- Developed a basic tap-to-move projectile dodging game for Android in the Unity Game engine.

CONNECT FOUR AI (JAVA)

January 2016 - February 2016

- Created an AI which utilized the MiniMax decision making algorithm on all possible future board states to play at a high-level (above that of most humans).