Noah Burghardt

Edmonton, AB | (780) 387-0681

burghardtnoah@gmail.com | https://noahburghardt.ca | https://github.com/haondt

Education

B.Sc. in Computing Science, Specialization in Software Practice *6/2021*
University of Alberta Edmonton, AB

Work Experience

Software Developer *6/2021 - Present*
MindGeek Montreal, QC (Remote)

- Development and deployment of backend APIs, used for payment services across a high performance, distributed system. Created fast, robust, scalable solutions, that are used by millions of clients 24 hours a day, 7 days a week.
- Techstack: Azure, Kubernetes, CosmosDB, C#, .NET Core, Orleans, Angular, GitLab-CI

Lead Software Developer *9/2021 - 12/2021*
Dr. Mohamed Al-Hussein, Civil and Environmental Engineering, University of Alberta Edmonton, AB

- Continued work on Autodesk Revit plugins, improved documentation by initiating use of Jira & Confluence.
- Techstack: Revit API, C#, .NET Framework, Windows Forms

Undergraduate Research Assistant *4/2020 - 8/2020*
Dr. Eleni Stroulia, Computing Science, University of Alberta Edmonton, AB

- Built a cloud-based Building Information Modeling (BIM) system using C# in Unity
- Techstack: Microsoft IIS Express, C#, .NET Framework, MongoDB, Unity

Undergraduate Research Assistant *4/2019 - 12/2019*
Dr. Mohamed Al-Hussein, Civil and Environmental Engineering, University of Alberta Edmonton, AB

- Built add-ins for Autodesk Revit, increased team efficiency by initiating proper version control and issue-tracking efforts through Bitbucket and reduced lines of code up to 20% by refactoring,
- Techstack: Revit API, C#, .NET Framework, Windows Forms

Skills

C#	Python	Angular	Git
WSL/PowerShell	Kubernetes	Gitlab Pipelines	Azure Cloud Services
xUnit	Pytest	.NET Core	NoSQL