

Noah Burnette

I make software for the manufacturing industry

Contact

- Asheville North Carolina
- nburnet1@duck.com
- (828)551-0543
- noahburnette.dev
- nburnet1

Languages

- Go
- Python
- SQL
- TypeScript
- Java
- HTML/CSS

Frameworks/Libraries

- Gin
- Flask
- Gorm
- React
- htmx
- Node.js

Platforms/Tools

- Git
- Ignition
- Docker
- Kubernetes
- MSSQL
- PostgreSQL

Architectures/Practices

- UNS
- DDD
- TDD
- EDA
- MSA
- CI/CD

Summary

I am a software engineer who helps digitally transform manufacturing around the world.

Experience

Industrial Software Engineer
Intellic Integration

12/2023 - Present

- Led and built large-scale industrial applications using Ignition and Unified Namespace (UNS) architecture.
- Developed Python microservices to fulfill niche client-specific use cases.
- Created internal tooling in Go and Python to accelerate deployment workflows.
- Improved the developer experience by building a custom debugger, an ORM, and an automated test discovery system.
- Worked across diverse sectors, including food & beverage and battery manufacturing.
- Applied domain-driven design (DDD) principles to accurately model complex business logic.
- Created CI/CD pipelines, automating deployments and decreasing regressions.
- Delivered technical support and clear documentation to stakeholders, enabling successful implementation and adoption.

04/2023 - 11/2023

Software Developer Intern

Sierra Nevada Brewing Co.

- Developed MES applications using Ignition.
- Designed stored procedures and views to optimize database operations.
- Enhanced server-side performance by implementing backend functionality in Python.
- Built user-friendly interfaces to improve user experience and efficiency.

12/2021 - 04/2023

Network Technician

Microtech Knives

- Managed and deployed Linux infrastructure.
- Built and maintained Docker images to facilitate seamless workspace deployment.
- Conducted network analysis to identify and address security threats.
- Configured Meraki hardware to strengthen network reliability.

Projects

GoMES · <https://github.com/nburnet1/gomes>

A real-time, event-driven framework written in Go for dynamic, concurrent data collection and processing.

05/2024 - Present

- Built a namespace engine to contextualize data in a hierarchical structure.
- Implemented support for namespace governance and scoped control.
- Decoupled services using gRPC for efficient inter-service communication.
- Enabled automatic MQTT topic generation from the namespace engine.
- Integrated an htmx admin UI for configuration and monitoring.

Education

University of North Carolina Asheville

Bachelor of Science Computer Science

05/2020 - 12/2023