

# Noah Burnette

I make software for the manufacturing industry

## Contact

📍 Asheville North Carolina

✉️ nburnet1@duck.com

📞 (828)551-0543

🌐 noah-burnette.com

👤 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