

# Noah Burnette

I make software for the manufacturing industry

## Contact

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## 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>

05/2024 - Present

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

- 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.

12/2025 - Present

**Ignition Sift (VS Code Extension)** · <https://github.com/nburnet1/ignition-sift>  
Barebones, stub-driven auto-imports for Ignition scripting projects.

- Generates Python stubs from Ignition project structure for robust autocompletion.
- Builtin generator converts Python 2 type comments into Python 3 compatible type hints for modern tooling (Pyright).
- Indexes top-level classes and functions across generated stubs for fast symbol search and import suggestions.
- Designed to be configurable and well-documented to support diverse Ignition project use cases.

## Education

**University of North Carolina Asheville**  
Bachelor of Science Computer Science

05/2020 - 12/2023