NOAH FUERY

(949) 294 8353 • noahf2666@gmail.com • Tustin, CA • students.chapman.edu/~nfuery/

EDUCATION

Chapman University, Orange, CA

Bachelor of Science in Computer Science, minor in Mathematics 3.8 GPA - May 2024

Masters in Electrical Engineering and Computer Science May 2025

RELEVANT COURSES

- Data Structures and Algorithms
- Database Management
- High-Performance Computing
- Linear Algebra II
- Data Communications and Networks
- Probability Theory

TECHNICAL SKILLS

- Python
- C#
- Git
- Streamlit
- Java
- SQL
- JavaScript
- Node.js
- C++
- Linux
- MySQL
- DataGrip

EXPERIENCE

California Department of Transportation, Computer Science and Electrical Engineering Intern October 2023 - Present

- Worked with Caltrans engineers by assisting in the traffic signals, census stations and traffic operations branches
- Configured AI-integrated Bosch camera systems to regulate inflow and outflow of traffic
- Fixed modems at census stations to communicate to HQ network
- Configured path finding algorithm with engineers to distribute route responsibilities efficiently to district route engineers

Machine Learning and Adaptive Technology (MLAT), Student Researcher November 2022 - July 2023

- Collaborated with other student researchers and faculty to work on research projects
- Analyzed large data sets and, with the use of machine learning, answered complex research questions
- Focused on autism research and the effectiveness of autism behavioral analysis (ABA) therapy in young children compared to other forms of therapy

RELEVANT PROJECTS

Dentalk - iOS App January 2024 - Present

- Hired by contractor to develop an iOS application using Swift which streamlines communication between dentists and labs
- Dentists are able to send messages to dental labs, receive updates on package status, and track packages during development process
- Protects patient data in accordance to HIPPA laws following ACID properties and authentication practices

Query To Survive - Formula 1 Statistics App April - July 2023

- Employed SQL, Python, and Streamlit to design an app which presents statistics from current and previous Formula 1 seasons
- App users can place bets on drivers, view and manage their bets, see upcoming races, view stats on teams and previous races, and view current standings of drivers and teams
- Cultivated frontend and backend skills by implementing MySQL and Streamlit respectively

Student and Faculty Database November 2022

- Devised a database using C++ which allowed storing, accessing, and deletions of faculty and student data with logarithmic time efficiency
- Implemented own scapegoat tree data structure in order to effectively access and store large amounts of data

University Service Center Simulation October - November 2022

- Programmed a C++ program to simulate a university service center and track data of office efficiency
- Designed each office in center to contain window objects which could hold and process students
- Created own implementations of a list queue and a doubly-linked list to improve knowledge and skills of data structures

ACADEMIC AWARDS

- Provost's List 2020, 2021, 2022, 2023