

Noah W. Johnson

GRADUATE RESEARCH ASSISTANT · TEACHING ASSISTANT · UNDERGRADUATE LAB COORDINATOR

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Research Interests

Augmented and Virtual Reality · Wireless Edge Computing · Machine Learning · Embedded System Design

Education

GRADUATE

University of Rhode Island

MASTERS OF SCIENCE, ELECTRICAL ENGINEERING

Focus: Edge Computing, Augmented/Virtual Reality Networking

Kingston, RI

August 2018 - Present

UNDERGRADUATE

University of Rhode Island

BACHELORS OF SCIENCE, COMPUTER ENGINEERING

Major GPA : 3.85/4.00

Kingston, RI

August 2014 - May 2018

Honors & Awards

GRADUATE

2018 **2nd Place**, HealthHacksRI 2018, for the project VR Panic Attack Management System

Kingston, RI

UNDERGRADUATE

2016 - 18 **Dean's List**, University of Rhode Island

Kingston, RI

2018 **4th Place**, URI Capstone Spring Summit (out of 17 teams)

Kingston, RI

2017 **6th Place**, URI Capstone Fall Symposium (out of 17 teams)

Kingston, RI

OTHER

2014 **Eagle Scout**, Boy Scouts of America, Troop 27

Toledo, OH

Professional Experience

Smart Networking and Computing (SNeC) Lab

Kingston, RI

GRADUATE RESEARCH ASSISTANT, UNDERGRADUATE LAB COORDINATOR

May 2018 - Present

- Investigating Wireless Edge Computing for Machine Learning applications
- Developing system for Augmented Reality aided health management
- Developing Augmented Reality System for transportation applications

Handheld Arbitrary Waveform Generator - AstroNova Inc.

Kingston, RI

EMBEDDED SYSTEMS ENGINEER

Aug. 2017 - May 2018

- Designed and implemented FPGA-based architecture using VHDL and Xilinx Vivado Tools.
- Wrote firmware to support control of waveform parameters using C and Vivado SDK.
- Assisted in writing PC based application for fine control of waveforms using C#.

University of Rhode Island IT Services

Kingston, RI

IT HARDWARE SPECIALIST

Oct. 2016 - May 2018

- Serviced/optimized hardware and software daily for students/faculty. Honed communication and teamwork skills.

VoltServer Inc.

East Greenwich, RI

PRODUCTION ENGINEERING INTERN

Mar. 2017 - Aug. 2017

- Designed and constructed production testing / validation equipment and software.
- Performed RMA work on high voltage power transmission boards. Honed soldering ability.

Poster Sessions

GRADUATE

"Third-Eye" : Driver Assistance System

(URI)² Research Symposium

POSTER SESSION

September 2018

- Utilized experience with Tensorflow, Deep Learning, and Networking to implement Alexnet-based classifier and detector
- Trained model on German street sign database and deployed to Android application for proof of concept implementation.
- Presented work in University-wide innovation competition.

VR Panic Attack Management System

HealthHacksRI 2018

PRESENTATION AND DEMONSTRATION SESSION

September 2018

- Designed and implemented prototype Virtual Reality-based Panic Attack Management System.
- Presented our solution to independent board of industry professionals
- **Awarded 2nd place**

UNDERGRADUATE

WG800 : Portable Waveform Generator

Spring Capstone Design Summit

PRESENTATION AND POSTER SESSION

May 2018

- Developed PCB, VHDL Design, and C-based high level system from scratch with minimal oversight.
- Presented 9 months of work and functional prototype to industry professionals.
- **Awarded 4th place of 17 teams**

Teaching Experience

GRADUATE

ELE 202 • Digital Circuit Design Laboratory

Graduate Teaching Assistant

TOPICS INCLUDE: BOOLEAN LOGIC CIRCUITS, FINITE STATE MACHINES, CIRCUIT SIMULATION

Fall 2018 - Present

- Taught Sophomore-level course on basics of digital circuit design, assisted students with debugging circuit logic
- Reinforced best practices in circuit analysis, critical thinking, and problem solving

Technical Skills

Augmented Reality Unity, Google ARCore, Deploying to Mobile Augmented Reality Systems

Edge Computing Image compression and video streaming, Queueing system modeling and simulation

Embedded Systems FPGA Design, ARM Processors, Socket Programming, CGI

Other Robust knowledge of most operating systems, Effective communicator, public speaker, project coordinator