

# Noah Robinson

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[LinkedIn](#) | [Portfolio](#) | [GitHub](#)

## EDUCATION

### BS IN COMPUTER ENG.

DREXEL UNIVERSITY

Anticipated Graduation June 2024

Philadelphia, PA

GPA: 3.78

## AREAS OF INTEREST

Software

Machine Learning

Sustainability

## SKILLS

### PROGRAMMING

C • C++ • Python • HTML

• Bash • Perl • Latex

### SOFTWARE

MATLAB • Excel

Eclipse • Word

Git/GitLab • ClearCase

ClearQuest • Rhapsody

## LANGUAGES

English (Fluent)

German (Conversational)

## ACTIVITIES

- Lockheed IT Hackathon 2022
- Drexel Ski and Snowboard 2019-Present
- Drexel Weekend Warriors 2021
- Drexel Tennis Club 2019
- Highschool Varsity Tennis 2015-2019
- Drawing • Motorcycles

## HONORS & CERTS

- Secret Security Clearance 2020-Present
- Elements of AI Certification 2021
- A. J. Drexel Scholarship 2019-Present
- Dean's List, 2019-2021
- Fidelity Information Services (FIS) Scholarship 2019

## RELEVANT COURSES

- ECE201 Advanced Programming for Engineers
- CS265 Advanced Programming Techniques
- ECE 201 Electric Circuits
- ECE 200 Digital Logic Design
- ECE 105 Programming for Engineers II

## EXPERIENCE

### SUBSYSTEMS DSP ENGINEER | LOCKHEED MARTIN

September 2021 - March 2022 | Moorestown, NJ

- Held secret-level security clearance
- Worked on a new subsystems engineering team on upcoming advanced radar signal processing algorithms
- Prepared test procedures in accordance with requirements set out by the systems engineers
- Design, wrote, and tested Matlab scripts for testing of electronic warfare detection algorithms
- Stored collected testing results in data files and furthermore prepared plots of that data in Matlab to present to the team
- Used Matlab to load large amounts of data from Excel workbooks to fill parameters for test procedures on matlab models

### SUBSYSTEMS EI&T ENGINEER | LOCKHEED MARTIN

September 2020 - March 2021 | Moorestown, NJ

- Worked in a scrum style classified subsystems development team supporting the Digital Signal Processor inside the Aegis Ballistic Missile defense system
- Became familiar with working in a completely Linux based environment
- Used ClearCase and ClearQuest to check out, edit, and deliver tactical code changes in C++ to the digital signal processor aboard Lockheed ships
- Assembled, wired, and tested server racks in a 1:1 recreation of tactical battleship arrays
- Wrote automation scripts in Bash and Perl for installation of firmware on new hardware in battleships

## TECHNICAL PROJECTS

### 3D PRINTER PROJECT | PERSONAL HOBBY

May 2015 - August 2016 | Kintnersville, PA

- Built a H1.1 SeeMeCNC 3D printer from scratch with parts printed from another 3D printer
- Utilized three stepper motors with belts to move the printing bed in X, Y and Z directions with high accuracy
- Reused an old power supply to power the motors, heating elements, control board, and an LED screen I programmed to manually move and configure settings
- Corrected and troubleshoot configuration code for the main movement motors, extruder motor, temperature sensors/cooling fan, and heated bed using Arduino

### COMPRESSION PROJECT | DREXEL PROJECT

November 2021 - December 2021 | Philadelphia, PA

- Wrote a program in C that can generate, compress and decompress files using run length encoding
- Compressing in this program works by storing each byte and how many times that byte repeats without break
- Used malloc() & free() to manage memory usage and avoid memory leaks
- Compressed files are given the extension ".rle" and have four bytes injected at the start of the file that are verified before decompression