



# Noa Burt

## Curriculum Vitae

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### Education

2022–2027 **MEng Computer & Electronic Systems**, *University of Strathclyde*, Glasgow, Scotland

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### Professional Experience

2025 **Embedded Software Summer Internship**, *Thales UK*, Govan, Scotland  
Embedded Software Engineer Intern

- Acting as “Embedded Software specialist” assisting Control Systems team
- Proposing, implementing, and testing changes in Simulink models for various complex control algorithms, with the objective to generate more efficient C code for the PIC32 platform
- Identified possibility to automate a Simulink optimisation, created a custom MATLAB tool as the feature was not supported by MathWorks
- Improved Processor In the Loop (PIL) testing pipeline, by implementing software to utilise USB On-The-Go interface, instead of previous limited UART USB connection
- Provided detailed documentation of MATLAB tool, changes to PIL pipeline, as well as Wiki pages explaining how better code was generated, for Control Systems team

2022 – pres. **Kitchen Porter**, *The Boarding House*, Howwood, Scotland  
Member of kitchen staff for a popular Gastropub in Howwood.

- Development of time management skills, working in a fast-paced environment
- Occasionally tasked with getting new employees up to speed in the kitchen
- Often given responsibility of customer food preparation and presentation

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### Projects

2023 – pres. **Formula Student FS-AI**, *University of Strathclyde Motorsport*  
Head of Software Infrastructure

- Active member of the University of Strathclyde’s Formula Student team, **USM**
- Played a roll in leading the team to compete in the FSUK Driverless competition in 2024 for the first time in the team’s history
- Lead development of an Automated Testing system in 2024/25, using a custom vehicle simulator, GitLab CI, and other tools newly available to the team that year
- Head of Software Infrastructure for the team through 2025/26, leading further development of our custom simulator and automated testing package
- Surveys collected from team members identified areas needing improvement in the software development workflow
- Became confident in using Docker and GitLab systems, writing guides for new members on the subjects

2023 – 2024 **Simple Shell Project**, *University of Strathclyde*  
2<sup>nd</sup> Year Operating Systems Class: Group Assignment

- Building a simple shell for Unix-type system in C
- First exposure to C, Linux, and GCC tools, as well as CPU processes and threads, memory management, and other such OS concepts
- Challenge of this project lead me to develop my understanding of C further, eventually leading to an interest in C++ and Embedded Systems
- Also lead to selecting Microcontroller classes through my 3<sup>rd</sup> and 4<sup>th</sup> year, further developing my C++ and assembly skills

## Programming Languages / Tools

Some examples of the skills below are displayed on my personal [GitHub](#)

|           |            |  |
|-----------|------------|--|
| Python    | Proficient | <i>USM FS-AI, Personal development</i>               |
| C         | Proficient | <i>Uni projects, Personal development</i>            |
| C++       | Proficient | <i>Work, USM FS-AI, Personal development</i>         |
| Git       | Proficient | <i>USM FS-AI, Uni projects, Personal development</i> |
| MATLAB    | Proficient | <i>Work, USM FS-AI, Uni projects</i>                 |
| Simulink  | Proficient | <i>Work, Uni projects</i>                            |
|           |            |  |
| RISC Asm  | Competent  | <i>Work, Uni projects</i>                            |
| Java      | Competent  | <i>Uni projects</i>                                  |
| Docker    | Competent  | <i>USM FS-AI</i>                                     |
| ROS2      | Competent  | <i>USM FS-AI</i>                                     |
|           |            |  |
| LaTeX     | Basic      | <i>USM FS-AI, Personal development</i>               |
| VHDL      | Basic      | <i>Uni projects</i>                                  |
| GCC Tools | Basic      | <i>Work, Personal development</i>                    |

## General Interests / Hobbies

- Electronics Design
- Network Systems
- Bagpipes / Pipe Bands
- Bare Metal Programming
- Motorsport (Rally, MotoGP, F1)
- Linux