# Noah Green

noah@noahc.green | (732) 210-7010

#### **SKILLSET**

• Languages: Python, C/C++, Swift, JavaScript, HTML/CSS, Lua

• Technologies: PyTorch, NumPy, POSIX shell, Flask, Isaac Gym

#### **EMPLOYMENT**

Rutgers University September 2021 December 2022

Teaching Assistant

New Brunswick, NJ

- Organized and taught supplementary lecture material to ~40 students in weekly recitations
- Held weekly office hours to engage with students one-on-one
- Courses TA'd: Intro to AI, Systems Programming, Intro to Discrete Structures I

## The Guardian Life Insurance Company of America

June 2019 August 2019

Software Development Intern

Holmdel, NI

- Designed an automated UI testing suite in Swift for the company's iOS application, reducing manual testing time
- · Created a mock data framework, allowing developers to quickly test on specific data without touching live data servers

CybrTrayd July 2017 September 2017

Digital Inventory Manager

East Brunswick, NJ

- Automated inventory tracking with Python and Excel to ensure that hundreds of inventory records were consistent across multiple online platforms
- Expanded and oversaw the company's online presence via external vendors (Amazon, eBay, Walmart, Etsy)

### **EDUCATION**

Rutgers University May 2021 December 2022

Ph.D. Computer Science (incomplete)

New Brunswick, NJ

- · Conducted individual research on the application of reinforcement learning to robotic manipulation
- Designed a parallel training and execution pipeline for non-prehensile manipulation of objects in obstacle-cluttered scenes, using PyTorch and Isaac Gym to distribute learning across thousands of GPU-accelerated simulations

Rutgers University May 2017 May 2021

B.S. Computer Science & Mathematics

New Brunswick, NJ

- Summa cum laude (4.0 GPA)
- · Contributed to research on neural network compression, leading to a publication
- Extracurriculars: Peer Tutor, Honors Program Advisory Board, IEEE Student Branch (Robotics & ML/AI divisions)

#### **PROJECTS**

### DC Deck-Building Game Simulator

- Multiplayer desktop game based on the DC Deck-Building Game by Cryptozoic Inc.
- · Desktop GUI implemented in Python and Kivy, featuring a Lua scripting engine for card abilities

#### **MIDI Light Box**

- Designed, built, and programmed a light box to display visual effects matching music played on a digital piano
- Programmed an Arduino to receive MIDI inputs from the digital piano, parse music tempo and intensity, and control a series of addressable LEDs soldered into a homemade light box

#### **PUBLICATIONS**

• J. Bingham, **N. Green**, and S. Zonouz. "LegoNet: Memory Footprint Reduction Through Block Weight Clustering." 2022 Intl Conf on Dependable, Autonomic, and Secure Computing, 2022, pp. 1-6