

# Noah Green

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## EMPLOYMENT

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### 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, NJ

- 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

### Rutgers University

September 2018

December 2018

*Mathematics Grader*

New Brunswick, NJ

- Graded Honors Calculus II students' quizzes and homework
- Analyzed students' work and provided feedback to the course professor on where students most needed improvement

### 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

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### 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)

## PUBLICATIONS

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- 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

## PROJECTS

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### 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