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# Noah Sternberg

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Hello! My name is Noah Sternberg, and I am a computer science student out of Murray Kentucky, in my final year studying computer science and mathematics. I have an interest in back end development for both software and web APIs, but I am currently serving as a full stack development intern at HCL Tech.

## SKILLS OVERVIEW

**Languages and Resources** Java, C#, Python, Lisp

**Software** Visual Studio, Visual Studio Code, IntelliJ, Microsoft Word and Excel (and Google equivalents), as well as source control (both TFS through Visual Studio and Git/Github)

**Technical Skills** Software design patterns, Agile development, unit testing, dependency injection, dependency inversion, SQL scripts and code-first migrations in C#, the four foundations of Object Oriented Programming, source control, Java Hibernate and HQL, RESTful APIs

**Educational Content** Data structures and algorithms, database management, object oriented programming, programming language design and implementation, software engineering, parallel and distributed processing, computer architecture studies.

## PROJECTS

### Rec League Baseball Manager

August 2022 – Dec 2022

*Advanced Object Oriented Programming Final Project*

- Designed and developed a small-scaled data manager, designed for a rec-league baseball team. Users could manage and track stats across players and across the whole team.
- Graphically designed using Java's Swing library.
- Integrated database support using Microsoft SQL.
- Uses standard software construction patterns such as factories, observers, and Data Transfer Objects.

### Hey, That's my Fish! Implementation

Spring 2023

*Algorithms Class Final Project*

- Developed a Python version of the popular board game Hey, That's my Fish!
- Utilised the PyGame library

### Data Visualising Tool

Spring 2023

*Algorithms Class Final Project*

- Developed an application to plot data and calculate the shortest path between two user-selected points.
- Developed in Java, using the Swing library for graphics.

## WORK EXPERIENCE

### Software Engineering Intern

May 2023 – Present

*HCLTech - Urban Code Launch*

*Remote (Based in Cleveland, Ohio)*

- Sole intern for the HCL Tech UrbanCode Launch team, servicing the deployment component of a popular DevOps product.
- Gained experience utilizing REST APIs, using Java's Hibernate framework, including HQL calls.
- Managed database upgrade scripts to ensure database upgrades happened seamlessly between product versions.
- Fully involved in the Agile development process.
- Gained familiarity with the Ant build system for Java.

### Full Stack Software Engineering and Web Development Intern

Apr. 2022 – May 2023

*United Systems and Software*

*Remote (Based in Benton, Kentucky)*

- Technical lead for the internship program, leading a team of 4 to 6 individuals in mainly web development.
- Produced two websites: an internal tool for secure document transfer to help with new hire paperwork, and a formal website for our products' release notes.
- Learned how to properly use the Model-View-Controller framework in C# Web APIs.
- Was solely responsible for unit testing for the API of a website.
- Implemented Microsoft's Visual C# Identity and Entity Frameworks.

## EDUCATION

**Bachelor of Science in Computer Science**, Murray State University

Graduating May 2024

**Minor in Mathematics**, Murray State University

Finished May 2022

*Provost's Scholarship*, 3.90 GPA

2020 - Present