

# Noah Colbourne

Memorial University of Newfoundland and Labrador  
Bachelor of Computer Engineering (Co-op Program)  
Class of 2026

☎ +1-709-567-3127

✉ njrcolbourne@mun.ca

in linkedin.com/in/noah-colbourne/

🐙 github.com/noahjrc

## SKILLS

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**Languages:** Python, Go, TypeScript, JavaScript, C, C++, C#, Dart, Java, PostgreSQL

**Technologies:** React, Node.js, Next.js, Flutter, REST API, Docker, Git PowerShell, Bash

## EXPERIENCE

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### DCI Digitalization Engineering Student

Cenovus Energy

St. John's, NL

May 2024 - Aug. 2024, Jan. 2025 – May 2025

- Automated the digitization of 1,600+ Mud Report and Bottomhole Assembly PDF/Excel files using Python, enhancing data accessibility and enabling streamlined dashboard development
- Reworked a MATLAB-based downhole vibration model in Python, enabling large-scale training and analysis in Databricks using structured Bottomhole Assembly datasets

### Electrical Engineering Product Development Intern

eSonar Inc.

St. John's, NL

Jan. 2023 – Apr. 2023

- Designed and implemented C firmware for wireless communication using UART and SPI protocols on Microchip MCUs, enabling integration with a marine mammal detection device
- Configured Wi-Fi communication via an access point on the wireless board, enabling remote control of the marine mammal detection device from a laptop
- Produced circuit diagrams in Eagle and collaborated on mechanical machining to support device prototyping

### Junior Safety Engineering Student

C-NLOPB

St. John's, NL

May 2022 – Aug. 2022

- Managed and analyzed safety incident data within Synergi Life, enabling data-driven reporting and dashboard development for trend analysis
- Led an introductory demonstration on Synergi Life for the safety team, introducing platform capabilities and workflows to enable independent usage for safety incident reporting and trend analysis

### Software Team Member

Paradigm (Student Group)

St. John's, NL

Sept. 2023 – July. 2024

- Implemented vehicle motion constraints in Gazebo using ROS 2 to support realistic robotics simulation
- Developed embedded firmware for the Pixhawk 6 controller to enable precise movement control

## PROJECTS

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### TripTailor (Web App)

- Developed a microservices-based platform for sharing and exploring travel itineraries, enhancing trip planning efficiency (Go, React, PostgreSQL, OAuth2, Docker)

### Spell Quest (Unity Game)

- Built a 2D game aimed at enhancing children's spelling skills through engaging, educational platformer mechanics (Unity, C#)

### Music Rating Mobile App (In Progress Capstone)

- Designing a music-focused mobile platform for album rating and real-time social interaction (Dart, Flutter, MusicBrainz, AtProtocol)

## INTERESTS

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Enthusiastic about music and maintain a large vinyl collection (favourites featured on my website). Enjoy cooking, particularly Italian dishes, as well as staying active and playing video games.