

Noah Colbourne

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

+1-709-567-3127
njrcolbourne@mun.ca
linkedin.com/in/noah-colbourne/
github.com/noahjrc
noahjrc.ca

SKILLS

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

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

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

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.