Noah Paige

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Summary

- Full-stack and frontend engineer with 6+ years delivering real-time mission control dashboards, modern design systems, and resilient web services for aerospace operations.
- Blend of product-minded collaboration and technical leadership: ship pixel-perfect UI with Vue/React, craft Node/Redis APIs, and designed 3D models and environments for launch visualizations.

Education

California Polytechnic State University   San Luis Obispo, CA
Bachelors in Computer Science   Mar 2019

California Polytechnic State University   San Luis Obispo, CA
Masters in Computer Science   Dec 2020

Experience

Caci, Inc.   Santa Maria, CA
Senior Software Engineer (T3)   Oct 2025 - Present

- **Spearheaded modernization initiative** as technical lead for next-generation launch software with Typescript, Vue 3, Vite, Node, Redis, Tailwind, and Shadcn.
- **Led launch support operations** as software lead for 4+ launches annually, managing configuration, deployment, and real-time technical support during critical mission phases; tech stack: Vue 2, JavaScript, Java, Node, Redis, PHP.
- **Mentored team members** in launch procedures and modern development practices, while establishing code documentation and review processes.

Caci, Inc.   Santa Maria, CA
Software Engineer (T2)   Dec 2020 - Oct 2025

- **Architected and implemented** the Launch Feed Display – a real-time Twitter-style interface that consolidates launch data from 15+ Redis sources, providing mission-critical situational awareness during rocket launches.
- **Created full-stack applications** including automated screenshot capture system using Puppeteer, and Electron-based launcher applications for internal tools.
- **Supported 3D visualizations** for rocket launches, using three.js and 3D modeling.
- **Extended predictive diagnostics tooling** by embedding custom React components into a Streamlit microservices UI that turns sensor data into actionable dashboards for faster hardware fault triage; tech stack: Python, Docker, Streamlit, React, TypeScript, Vite.

Research Experience

Cal Poly   San Luis Obispo, CA
Game Design Research   Sep 2018 - Mar 2019

- **Published research** on multiplayer game engagement dynamics at IEEE Conference on Games 2019.
- **Analyzed social group dynamics** to enhance player engagement and interaction in multiplayer environments.

Cal Poly   San Luis Obispo, CA
Masters Thesis   Mar 2020 - Dec 2020

- **Developed personality-driven AI system** using Big-Five personality traits and emotion models to drive decision-making for NPCs in games.

Frontend: Vue 2/3, React, Vite, Webpack, Tailwind, Three.js, WebGL
Backend & DevOps: Node.js, Redis, Docker, Puppeteer, Electron
Tools & Languages: JavaScript/TypeScript, C#, C++, Python, Maya, Unity Game Engine