Noah Pelletier

814-722-2229 • npelletier2000@gmail.com
https://www.linkedin.com/in/noah-pelletier-abb548176

Results-driven Software Engineer (B.S. Software Engineering, RIT '25) with hands-on experience building full-stack web apps, embedded systems, and desktop tools. Proficient in designing scalable, cloud-native solutions—skilled with Agile/Scrum, CI/CD pipelines, and test-driven development. Excels in remote-first environments through strong asynchronous collaboration, version control best practices, and performance optimization. Seeking a challenging remote or in person role to leverage expertise in system design, imaging pipelines, and cross-functional teamwork.

Education

B.S. Software Engineering
Rochester Institute of Technology, May 2025
Immersion: American Sign Language

Skills

-Python, Java, C, HTML, CSS, JS, SQL, ESPHome, Embedded Systems, Command Terminal, Microsoft Office Programs, UML, Database Engineering, UX/UI, Business Management, Data Analysis, Requirements Analysis, Project Planning, Testing, Troubleshooting, Documentation, Time Management, Communication, Creative Problem Solver, Nonlinear Thinker

Certificates

-Business Skills for Aspiring Leaders
Spring 2023 Certificate Program (RIT)

Projects

-2024-2025 "Imaging-Art-Beyond-RGB": Spectral imaging app converting RAW captures into spectral TIFF & calibrated RGB. Implemented 90th-percentile ΔE metrics, bug fixes, color map legend, and improved CMake, helped with many other management items relating to this project. Managed metrics to maintain weekly progress and ensure all group members contributed weekly improvements in a timely manner.

-2023 "Freebie Finder": Utilized SQL and Python to design a schema and API for a database with Craigslist-like functionality, demonstrating proficiency in full-stack web development. Implemented REST API and Client/Server interaction to enhance the database's usability. Prioritized user experience and accessibility to really tie the project together.

-2023 "Embedded Music Player": Developed a project in C to parse MIDI files and interact with a development board with wired components such as a LED, button, and speaker. Implemented a user-friendly interface to Play, Pause, Stop, Skip, and switch between command line and button interactions. Successfully integrated the different actions to trigger various functionalities in the LED, button, and speaker.

Work Experience

Insanely Paracord: Erie, PA

Software Engineer | August 2023 – October 2025

Developed software programs to boost efficiency, most recently within the Amazon ecosystem. Automated programs for selling on Amazon that utilize Amazon Seller's API, AWS, Home Assistant, database management, and more to optimize seller performance as well as save countless hours with constantly improving metrics and new specifications. Some notable examples include a program that takes a list of SKU's as input and generates barcode labels for each input. Another calculates recommendations for what items need sent in, how many, and when. Amazon's functionality is constantly changing, these projects have been a fun way to further advance software development skills and maintain knowledge of new systems. This also introduced me to Laser Engraving and 3D Printing, as well as troubleshooting and problem solving when things don't always go as planned.

The Campstore: Lake Pleasant, NY

Sales Associate | May 2019 – August 2023

Five summers employed at a small-town convenience store in the Adirondacks. Managed cash register, ice cream stand, boat rentals, and received shipments. Provided exceptional customer service to diverse customers, including assisting the elderly with loading firewood. Demonstrated strong multi-tasking skills and prioritization abilities. Actively contributed to store success

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through organization and innovation. Developed strong teamwork skills through collaboration with coworkers. Most recently, implemented modern technology within the store as well as online to help increase revenue and efficiency.

Clubs, Hobbies, and Volunteering

Eagle Scout

May 2007 – July 2018 | Boy Scouts of America (BSA) – Erie, PA

Demonstrated essential leadership skills through Scouts and spearheaded the creation of a sensory garden for an elementary school for children with autism, as part of my Eagle Scout Project. This project successfully incorporated all five senses in the garden design, resulting in a rich and stimulating environment. Displayed meticulous planning and preparation skills, dedicating extensive time and effort towards the project's success. Raised funds throughout my senior year, showcasing my dedication and commitment. Scouting helped prepare for teamwork in many high-pressure environments, and provided many skills that will last a lifetime.

FIRST Robotics

January 2008 – May 2018 | Student (A bit of everything) – Erie, PA

Engaged with FIRST programs since second grade, starting with FIRST Lego League and later participating in FIRST Robotics Competition during high school. Demonstrated leadership skills in high school by overseeing Computer Aided Design, team scouting, and various other responsibilities. Effectively utilized an advanced database system for strategy, leading team spirit at competitions, contributing to successful competitions and Championships in 2018. Actively mentored FIRST Lego League teams in the school district for approximately six hours per week during junior and senior years of high school. Displayed dedication to fostering the growth and development of younger students through consistent mentoring and guidance, while encouraging curiosity within STEM. Proven ability to effectively manage time and prioritize responsibilities while balancing participation in FIRST Robotics Competition and other school activities.