

Noah Stevens

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SUMMARY

Motivated and detail-oriented Software Engineering student with hands-on experience in data analysis, **Quality Assurance** testing, **Python** development, and **Agile** team environments. Skilled in **requirement validation and discovery testing**, collaborating across diverse projects, **writing and debugging efficient code**, and clearly communicating technical ideas. Eager to apply technical knowledge and teamwork skills in a dynamic co-op position that values curiosity, adaptability, and continuous learning.

RELEVANT EXPERIENCE

QA Tester (Co-op)

ISED Canada - Digital Transformation Service Sector, Ottawa

September 2025 - December 2025

- Performed **functional**, **regression**, and **validation** testing on Salesforce-based applications across multiple environments and release cycles.
- Validated backend **Salesforce** fields, workflows, and data mappings against business requirements.
- Managed test cases and execution tracking using **Zephyr**; logged and tracked defects in **JIRA**.
- Participated in **Agile**-based sprints, attending daily-standups and communicating clearly to resolve and prevent blockers.
- Conducted **bilingual** (English/French) testing and acted as **Salesforce System Administrator** for project environments.

Developer (Co-op)

Statistics Canada - Data Integration Infrastructure Division, Ottawa

January 2025 - April 2025

- Built and optimized **Python**-based tools using **Pandas**, **Polars**, and **FastAPI** to streamline address refinement processes for the Canadian Census.
- Used **Git**, **GitHub**, and **GitLab** to manage version control across multiple repositories and collaborate efficiently.
- Developed and tested code within **Jupyter Notebooks**, contributing to exploratory data analysis and production pipelines.
- Participated in **Agile** workflows, including sprint planning, and stand-ups, across a diverse set of internal projects.
- Delivered technical presentations and progress updates, communicating complex data workflows clearly.

PROJECTS

Chess

Personal

- Built a two-player interactive chess game using **Python** with a graphical interface for real-time play and move validation.
- Used **Git** and **GitHub** for version control and project organization.

Temperature and Pressure Sensor

Personal

- Built an **Arduino** based **temperature** and **pressure** sensor connected to an **OLED** to display information
- **Soldered** connections and coded on **Arduino IDE** to upload programs.

EDUCATION

Bachelor of Applied Science Software Engineering COOP Program

University of Ottawa • Ottawa, Ontario • 2027

- GPA: 8.65 / 10
- Dean's List - Fall 2024; Spring-Summer 2025

SKILLS

- Spoken Languages: English - Fluent, French - Intermediate (DELF B1).
- Programming Languages: Python, Java, HTML, CSS, JavaScript
- Tools & Platforms: VSCode, SAS, Linux & Windows Environments, Jupyter, Google Suite, JIRA, Zephyr, Salesforce