

# 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

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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