Gabriel Noya

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EDUCATION

Stanford University, B.S. in Electrical Engineering and Computer Science   **June 2026**
- **Relevant Coursework:** Parallel Computing, Reinforcement Learning, Probability Theory, Linear Algebra, Computer Networking, Mandarin Chinese, Number Theory, Operating Systems, Digital Logic and CPU Design

PROFESSIONAL EXPERIENCE

Simulation / Robotics Software Intern, NVIDIA - *Santa Clara, CA*   **Jun 2025 — Sep 2025**
- Implemented a new async C RTX rendering API with Python bindings; can connect to any physics engine and add realistic or low quality tiled rendering with a few extra lines. Used for humanoid vision in loop research in GEAR lab.
- Contributed to the new Newton physics engine, including adding support for kinematic loops, and a new debug viewer with picking forces. Wrote Warp CUDA kernels for running thousands of envs in the GPU.

                                                                                                                  Jun 2024 — Sep 2024
- Set up a humanoid RL environment with vision in the loop, using IsaacLab, SensorRTX tiled rendering, and MuJoCo.
- Developed an end-to-end python pipeline for evaluating Open-USD LLMs for 3D synthetic data generation.

Data Scientist, Road2 - Haifa, Israel   **Aug 2023 — Sep 2023**
- Generated 3d synthetic dataset of artificial placentas w/ Blender.py to train a computer vision model for placenta diagnosis before real life trials.
- Wrote C++ code to calibrate the Polyga S1 scanner to capture full 3D models of placentas with colored textures.
- Leveraged the NVIDIA's A100 supercomputer and Pytorch to train the image classification and segmentation models.

Summer Undergrad, BTG Pactual - *São Paulo, Brazil*   **Jun 2023 — Aug 2023**
- Developed a full-stack legal co-pilot tool using Azure OpenAI, React, PostgreSQL, and Fast API.
- Leveraged function calling to add robust functionality to the base language model. Able to search across company docs
- Built an aggregator script to constantly fetch all documents across multiple company databases for use in RAG.

Software Engineer, Stone Pagamentos - *Remote*   **Oct 2020 — Feb 2022**
- Optimized main React Native app with 1.7M + monthly users, reducing initial screen loading time by 1400ms.
- Contributed to the company's move from Javascript to Typescript, adapting the codebase to modern architectures.
- Developed C++ embedded software for the company's POS devices; reduced strain, improved battery life.

LEADERSHIP AND EXTRACURRICULARS

Tech Lead - WerkerBee.com   **Mar 2023 — Aug 2023**
- Built a two-sided job marketplace, including CRM panel, microservices, main website. Using React, Node.js, SQL.
- Currently in beta testing with 8 restaurants in the Berkeley area and a pool of 85 workers.

Founder - Altiro Chat   **Oct 2022**
- Integrated ChatGPT on Whatsapp in late 2022 in order to reach computer-illiterate groups in Latin America, and understand how they would react to the new technology. Reached 10,000 users in the first month.

Other Involvements: Hacking for Defense**,** Stanford Flight Club, Stanford Association for Computing Machinery

AWARDS & HONORS

- **The D.E. Shaw Group:** Accepted to be a quant trader at D.E. Shaw, 5 spots from 40,000 applicants.
- **TreeHacks 2025 Edge AI winner:** $1,500 prize for optimizing torch.conv2d on Samsung S24 devices.
- **Brazilian Astronomy and Astrophysics Olympiad Gold Medalist (2021)**: Awarded to top 20 scores.

SKILLS & INTERESTS

- **Skills:** C & C++ / Python / PyTorch / Robotics / Warp / CUDA / Physics / SDG / Typescript / SQL / React
- **Languages:** English - Fluent, Portuguese - Fluent, Spanish - Professional, Mandarin Chinese - Intermediate
- **Interests:** Hayek, Linux, Tennis, Number Theory, Commodities, Urban Planning, Poker, Idealism