

Noah Thompson

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Technical Skills

- **Web & Mobile Development**
 - HTML5, CSS3 (Flexbox & CSS Grid), Tailwind CSS,
 - JavaScript (ES6) and above
 - Latest versions of React & React Native for apps, Expo framework
 - TypeScript
 - Node.js and Node Native Addon API
- **Systems Development**
 - Strong C++ skillset with CMake knowledge (C++ 17 and above)
 - Rust systems and algorithms development
 - Foundational CUDA knowledge for GPU programming, understanding of GPU hardware
 - Python as well as popular web, numerical and ML/AI libraries, algorithm development
 - C# (.NET 6+, Entity Framework Core, LINQ, WPF, MVVM)
 - Java (JavaFX, UIs with SceneBuilder, JDBC), Android 10+, Android NDK/JNI, Bluetooth APIs
 - Basic Kotlin knowledge
 - Deployed apps to Amazon Web Services (AWS)
 - SQL & NoSQL knowledge
- **Game Development**
 - Unreal Engine 5.0+ - Blueprint and C++ gameplay systems, animations, GUIs, AI, Materials, level design
 - Unity Engine 2022+ - Designed codebase structure, implemented GUIs, animations, behavior scripts in C#
 - Graphics programming with OpenGL 4.x, with a high interest in learning DirectX, Metal, and Vulkan
- **Tooling and Frameworks**
 - Debugging and development in Visual Studio, JetBrains IDEs, Visual Studio Code, LLDB
 - Git version control & GitHub repo management
 - Socket & network programming, gRPC
 - Familiarity with the Windows SDK and Linux system programming
 - CI/CD with GitHub Actions and Azure Pipelines
 - Unit testing (Jasmine, Jest, MSTest, NUnit, Moq, GTest)

Personal Skills

- Gives presentations and demos to convey technical topics, mentors other engineers
- Rapidly obtains knowledge on technical subjects for quick development
- **Certifications:** Fundamentals of Accelerated Computing with CUDA C/C++

Work Experience

Carl Zeiss Medical Technology, Software Engineer 2 January 2024 – Present

- Responsible for software deliverables for a next-generation device
 - Designed & implemented software & testing for critical features of the project
 - Implemented core bi-directional communication layer for high-speed data transfer
- Collaborates with a cross-functional agile team, ranging from UX to systems to project management
- Participates in code reviews to ensure high code quality
- Fulfills objectives and key results quarterly to demonstrate progress

Carl Zeiss Medical Technology, Software Engineer 1 September 2021 – January 2024

- Integrated new features and components into existing applications for a concept device
- Embedded development in C++ on Linux, Windows desktop development in C#

Omniceil, Intern, Software Engineering May 2021 – August 2021

- Summer internship with the Interface Engineering team
- UI development with Angular, creating a SPA for Interface Services

Hackingtons Code School for Kids, Instructor December 2019 – May 2021

- Assisted students aged 8-15 to learn programming languages and tools

MiCOM Labs, Software Engineer Intern May 2019 – June 2019

- Worked on GUI applications that interacted with databases; leveraged Visual Studio, the Windows Presentation Foundation, Entity Framework Core and the Prism Library

Education

Western Governors University, School of Technology Graduated March 2021

- Bachelor of Science, Computer Science
- Currently pursuing a Master of Science in Computer Science, Computing Systems (expected graduation in 2025). Coursework in software architecture, computer architecture, and machine learning/AI

Projects

- [GPU Metrics plugin](#) for the Elgato Stream Deck
 - Over 45,000 downloads on the Elgato Marketplace, works with NVIDIA and AMD devices.
- View more projects at <https://github.com/thompsonnoahe>