Noah Black

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EXPERIENCE

- **DRS RADA Technologies** — Germantown, MD
  Systems Engineer II — *July 2022 - Present*
  - **DevOps**: Founding developer and maintainer for RADA-internal DevOps program. Lead orchestrator for virtual (VM) and HWIL (Hardware-in-the-Loop) radar systems. Configured Jenkins pipelines to run regression and feature testing on customer-facing radar software releases. Managed network of 30+ virtual machines and containerized applications, providing remote access to radar development environments for internal Engineers and Developers.
  - **HWIL**: Project lead for HWIL (Hardware-in-the-loop) productization efforts. Lead efforts to draft and verify both internal and customer-facing requirements. Designed rack-mount solutions for board-level components to increase space efficiency of radar hardware. Sourced product components in compliance with TAA and ITAR regulations.
  - **Internal Development**: Lead system architect and programmer for internal project for validating radar configuration files, with the goal of reducing errors in released customer radar configurations. Designed cross-platform solutions using Python, Qt, and custom extensions of the XML 1.1 Schema standard. Managed junior engineers for feature/fix changes. Implemented version control standards using Git/Bitbucket and Jenkins for merge resolution, regression testing, and automatic project releases.
  - **System Requirements**: Supported productization efforts for radar VM/HWIL systems with the creation of system-level requirements. Utilized MBSE standards to create and validate as part of internal Cameo system models and documentation.

- **G3 Technologies, Inc.** — Ashburn, VA
  Software Engineering Intern — *May 2021 – August 2021*
  - **Web-based Unit Testing**: Wrote automated web test cases within a Python environment using Selenium WebDriver. Worked alongside test engineers to automate preexisting manual workflows and integrate tests into Continuous Integration pipelines.
  - **Optimized Tests**: Optimized new and preexisting production unit tests to improve efficiency of DevOps environments.
  - **Developed Skills**: Trained personal skills across multiple programming languages - Python, C#, HTML, JavaScript - in order to support work across production environments. Studied good coding practices under the guidance of senior developers.

PROJECTS

- **TOTK Armor Tracker**: Open-source QtQuick application to assist players with resource tracking in Legend of Zelda: Tears of the Kingdom. Primary maintainer of source code, designed code infrastructure and developed cross-platform automated releases using GitHub Actions.
- **Personal Webpage**: Custom-built static page built with pure HTML/CSS. Showcase of scrolling animations using SVG graphics, as well as scaling support for common screen resolutions and aspect rations.

EDUCATION

- **The Pennsylvania State University, College of Engineering** — University Park, PA
  Bachelor of Science in Computer Engineering — *Graduated in May 2022*

SKILLS

- **Languages**: Python, C, C++, C#, Groovy, PowerShell, Windows Batch, Shell/Bash, YAML, QT
- **Technologies**: Windows, Linux, Jenkins, Visual Studio, Git, Github, Atlassian Suite