

Noah Ruderman

conductornoah@gmail.com | linkedin.com/in/noah-ruderman | github.com/noahruderman

EDUCATION

San Jose State University <i>Bachelor of Science in Computer Science (GPA 3.9, President's Scholar)</i> Coursework: DSA, Operating Systems, Computer Architecture, Computer Networks, Information Security	San Jose, CA <i>Expected Graduation Dec. 2027</i>
---	--

EXPERIENCE

FIRST Robotics <i>Monta Vista Robotics Team</i>	Aug. 2020 – May 2024 <i>Cupertino, CA</i>
Building Attendant <i>City of Cupertino</i>	Oct. 2023 – Present <i>Cupertino, CA</i>
Store Associate <i>TJMaxx</i>	Aug. 2023 – Present <i>Cupertino, CA</i>
<ul style="list-style-type: none">Prototyped, machined, and assembled parts for the Competition robotDesigned and modeled a simple car for rookies to build during trainingsLed lessons on CAD to teach students from 2nd-9th grades	

PROJECTS

Online Board Game <i>TypeScript, WebGL, UI/UX, Golang, Render</i>	Feb. 2024 – Present
<ul style="list-style-type: none">Developed a full-stack web application using Go serving a websocket API with WebGL2 as the frontendImplemented multi-player support with multiple devices connected to the same gamePublicly hosted via Render to allow global access	
Terrain Viewer <i>C++, CMake, TypeScript, WebGPU</i>	Winter 2025
<ul style="list-style-type: none">Developed a C++ application to analyze Earth's elevation dataCreated a web interface utilizing WebGPUMultiple modes of visualization for surrounding topographic features with a given location	
Circuit Solver <i>Java, CLI</i>	Summer 2025
<ul style="list-style-type: none">Developed a CLI Java application to solve a given circuit with a variety of electrical componentsImplemented a complex matrix solver to find solutions	
Custom CPU Design <i>C++, Java, Assembly</i>	Jan. 2023 – Aug. 2023
<ul style="list-style-type: none">Designed and Emulated a 8-bit CPU Instruction SetFeatured an Interrupt Controller and MMIO to display with graphical outputWrote an assembler to easily create programs	
Discord Bot <i>JavaScript, Node.js, Discord.js, API</i>	2020 – 2023
<ul style="list-style-type: none">Developed and maintained a fun Discord bot used by 20+ usersCreated several text and image manipulation commandsBuilt persistent mini-games that could host several users over multiple rounds	

ACTIVITIES

SJSU Competitive Programming Team
ICPC Competition

TECHNICAL SKILLS

Languages: Java, C/C++, Rust, Python, Golang, JavaScript, HTML/CSS, Swift, Ruby, Bash, MySQL
Frameworks: Node.js, TypeScript, JUnit, React
Developer Tools: Git, Linux/Unix, Render, CMake, VS Code, Visual Studio, IntelliJ, Eclipse, Zed
Libraries: pandas, NumPy, Matplotlib
Misc.: Cloud, Encryption, Networks, Cybersecurity, Problem-solving