

Noah Ruderman

conductornoah@gmail.com | [linkedin.com/in/noah-ruderman](https://www.linkedin.com/in/noah-ruderman) | github.com/noahruderman

EDUCATION

San Jose State University

San Jose, CA

Bachelor of Science in Computer Science (GPA 3.9, President's Scholar)

Expected Graduation Dec. 2027

Coursework: DSA, Operating Systems, Computer Architecture, Computer Networks, Information Security

EXPERIENCE

FIRST Robotics

Aug. 2020 – May 2024

Monta Vista Robotics Team

Cupertino, CA

- Prototyped, machined, and assembled parts for the Competition robot
- Designed and modeled a simple car for rookies to build during trainings
- Led lessons on CAD to teach students from 2nd-9th grades

Building Attendant

Oct. 2023 – Present

City of Cupertino

Cupertino, CA

- AV Technician; troubleshooting issues and providing technical support during events
- Facilitated facility rentals, providing customer service to guests

Store Associate

Aug. 2023 – Present

TJMaxx

Cupertino, CA

- Provide customer service to shoppers, enhancing communication skills

PROJECTS

Online Board Game | *TypeScript, WebGL, UI/UX, Golang, Render*

Feb. 2024 – Present

- Developed a full-stack web application using with Go serving a websocket API with WebGL2 as the frontend
- Implemented multi-player support with multiple devices connected to the same game
- Publicly hosted via Render to allow global access

Terrain Viewer | *C++, CMake, TypeScript, WebGPU*

Winter 2025

- Developed a C++ application to analyze Earth's elevation data
- Created a web interface utilizing WebGPU
- Multiple modes of visualization for surrounding topographic features with a given location

Circuit Solver | *Java, CLI*

Summer 2025

- Developed a CLI Java application to solve a given circuit with a variety of electrical components
- Implemented a complex matrix solver to find solutions

Custom CPU Design | *C++, Java, Assembly*

Jan. 2023 – Aug. 2023

- Designed and Emulated a 8-bit CPU Instruction Set
- Featured an Interrupt Controller and MMIO to display with graphical output
- Wrote an assembler to easily create programs

Discord Bot | *JavaScript, Node.js, Discord.js, API*

2020 – 2023

- Developed and maintained a fun Discord bot used by 20+ users
- Created several text and image manipulation commands
- Built 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