

# Noah Caulfield

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Software Engineer and Georgia Tech OMSCS student specializing in Artificial Intelligence with experience building backend services, mobile applications, AI-enabled software, and cloud-based systems. Experienced in Python, FastAPI, Flutter, C#, and full-stack development through startup, internship, and production software projects. Passionate about machine learning, scalable software systems, and applied AI.

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## EDUCATION

**Georgia Institute of Technology (OMSCS)** | Remote | Expected May 2028

*M.S. in Computer Science, Specialization: Artificial Intelligence* | GPA: 4.00 / 4.00

**Completed Coursework:** CS 6750: Human-Computer Interaction, CS 6250: Computer Networks, CS 7632: Game AI

**Fall 2026 Coursework** CS 7641: Machine Learning, CS 6300: Software Development Process

**Eastern New Mexico University** | Portales, NM | Graduated 2024

*B.S. in Computer Science* | GPA: 3.24 / 4.00

**Selected Coursework:** Data Structures, Algorithms, Operating Systems, Computer Architecture, Applied Machine Learning, Software Engineering, Database Programming, Computer Networks, Applied Differential Equations, Applied Linear Algebra.

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## TECHNICAL SKILLS

**Languages:** Python, Java, C#, C++, SQL, JavaScript, Dart, Kotlin

**Frameworks & Technologies:** FastAPI, Flutter, React, Node.js, Flask, Android, Unity

**Cloud & Databases:** PostgreSQL, Supabase, Docker, Git

**AI / Machine Learning:** PyTorch, Scikit-learn, NumPy, LLM Evaluation, Computer Vision (ARCore)

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## EXPERIENCE

**Backend Engineer — Nativ**

June 2026 – Present

- Develop backend services for an AI pronunciation platform using Python, FastAPI, PostgreSQL, and Supabase.
- Built tooling to ingest, normalize, and manage thousands of pronunciation drills from the CMU Arctic speech corpus.
- Design cloud storage and database workflows for scalable pronunciation datasets
- Collaborate on a distributed international engineering team using Git, pull requests, and asynchronous development.

**Volunteer Software Engineering Mentor — Tesseractologist**

May 2026 – Present

- Mentor aspiring software engineers through code reviews and technical guidance.
- Support mobile application development, debugging, and software engineering best practices.
- Provide feedback on project architecture, implementation, and professional development.

**AI Test Engineer / AI/ML Developer — Outlier AI**

Jul 2024 – Jan 2026

- Evaluated 100+ AI-generated code solutions weekly, validating correctness, edge cases, and performance
- Designed test cases to assess model reasoning and code quality across multiple programming tasks
- Consistently identified logical errors, edge cases, and inconsistencies in AI-generated code

**Software Engineering Intern — Third Eye Gen, Inc.**

Aug 2023 – Jan 2024

- Contributed to development of performance-critical UI components for an XR headset application
- Optimized zoom and navigation systems in Unity (C#), maintaining 75+ FPS rendering
- Identified bottlenecks through profiling and implemented high-performance solutions in C++ and C#

**Foundation Fitness — Santa Fe, NM**

2022 – Present

**Facilities Manager** (*Promoted from Weekend Manager in 2024*)

- Managed operations, billing, and membership systems for a 400+ member fitness facility with \$25K+ monthly revenue.
  - Maintained facility technology, website, and operational workflows.
  - Led hiring, onboarding, scheduling, and staff coordination
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## SELECTED PROJECTS

**TileVision (Kotlin, Android, ARCore)** | [Google Play](#)

2025 – 2026

AR-based tile measurement and estimation app for contractors

- Captures floor and wall surface area using AR and measures physical tile samples
- Calculates tile counts, waste percentages, and material requirements in real time
- Generates client-ready job summaries with PDF export and supports real-world contractor workflows.
- Achieves  $\pm 1-2$  cm measurement accuracy with sub-second processing and offline data persistence

**Procedural Terrain Generation (Unity, C#)**

Summer 2026

- Designed algorithmic terrain generation techniques to create diverse, playable game environments.
- Applied procedural content generation methods to generate unique terrain layouts under gameplay constraints.
- Developed systems that balanced randomness with consistent, navigable level design.
- Evaluated generated terrain for playability, consistency, and replayability.

**ENMU Class Reviews (React, Node.js, PostgreSQL)**

2024

- Full-stack course review platform with authentication and discussion features
- Implemented secure user authentication and role-based access control
- Built threaded comment system and full-text search functionality
- Designed RESTful APIs and integrated PostgreSQL database