

Noah Rousell

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EDUCATION

Brown University | Providence, RI

May 2026

Concurrent ScM. in Computer Science, ScB. in Computer Science | **GPA: 4.0/4.0**

CS Courses: Intro Systems, DSA, Graduate Deep Learning, Statistics, Linear Algebra, Computer Vision, Fairness in ML, Data Science, Networks, Databases, Graduate Operating Systems, Graduate Systems Security, Advanced Topics in Deep Learning, Topics in Programming Languages, Graphics, Theory of Computation

Other Courses: Making Decisions, Social Psychology, Topics in Cognition, Introduction to Economics, Microeconomics, Electricity & Magnetism, Macroeconomics

EXPERIENCE

Netflix | **Software Engineer Intern**

June 2025 - August 2025

- Worked with Device Automation Bus to automate suites of device tests and built an agentic TV UI navigation system to navigate and validate arbitrary TV UIs

Artificial Teaching Assistant | **Founder**

Feb 2024 - Present

- Built a course-integrated LLM-powered person TA that provides great pedagogy to students and simple observability and peace of mind to professors
- Supported by over \$115k in funding from the [B* fellowship](#), the Hazeltine Grant, and OpenAI
- Deployed to ~400 students in Fall '24, ~600 students in Spring '25; ~1000 students across four classes in Fall '25.

Palm Lab | **Research Assistant**

August 2024 - Present

- UTRA Grant recipient for Fall 2024. Researching how to distill priors in vision-language models into reinforcement learning policies to create a generally skilled agent. Working under Prof. Chen Sun

Brown University | **Teaching Assistant**

January 2024 - December 2024

- Fall 2024: Computer Vision - office hours, course development, grading
- Spring 2024: Intro to Systems - office hours, course/exam development, weekly section of ~20 students, grading

Web Development | **Freelance Web Developer**

April 2020 - June 2022

- Designed and developed 4 custom websites for local businesses using React, HTML, and CSS, generating **1200+** leads and counting for clients through SEO and branding

PROJECTS

WorldMAR | *Python, PyTorch*

- A fast, action-conditioned next-frame generator for Minecraft, inspired by Oasis and the MAR framework for image generation. Designed for model-predictive control, it enables ~4× faster sampling than full-frame diffusion methods.

Systems Projects | *Golang*

- Full virtual IP and TCP networking stack for a reliable byte stream between arbitrary hosts
- ACID-compliant and thread-safe Relational Database Management System (RDBMS)
- SSH client and server built from the ground up to the specification defined by the RFCs

Sample-Efficient Multimodal Atari Play | *Python, TensorFlow, Slurm*

- Re-implemented SOTA sample-efficient Atari model and extended sensory space to include audio. Achieved 60% of human performance with 25 minutes of environment interaction, ~**24x** faster than vanilla DQN.

TECHNICAL SKILLS

Languages: Python, Rust, TypeScript/JavaScript, C