

# NOAH REECE

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New York, NY

[PORTFOLIO](#)

[LINKEDIN](#)

## SKILLS

Unity, LÖVE, C, C#, Python, Lua, HTML, CSS, SQL, Logic Pro X, Photoshop, Gimp, Premiere, iMovie, Piskel

## PROJECTS

**CAVERN** (Unity, C#)

2021

*A primeval fantasy Metroidvania set in a dark and mysterious underground world*

**Roles:** Designer, Programmer, Artist, Composer, Sound Engineer, Writer

- Powerups alter how the player navigates the map, recontextualizing familiar areas while allowing access to new ones
- Designed to be accessible to inexperienced players while rewarding the skills and instincts of more seasoned players
- Boasts custom 2D platforming physics and a player controller that adapts to differing controls between four primary states
- Utilizes latest experimental 2D lighting from Unity with the Universal Render Pipeline
- Features original music in addition to vocals and SFX created using Logic Pro X

**OUTPOST TOWER** (Unity, C#)

2021

*A post-apocalyptic resource management game where you rebuild a communication network and divert aid to civilians in need*

**Roles:** Designer, Programmer, Artist, Writer

- Originally Developed in 48 hours for the 2021 GMTK Game Jam for the theme: "Joined Together"
- Player's resources shift based on how they connect and reconfigure a complex system of independent nodes each round

**GET GHOSTING** (Unity, C#)

2021

*A comedic and spooky take on the cooking game formula where you play a ghost trying to meet your scare quota*

**Roles:** Designer, Programmer, Artist, Sound Engineer, Writer

- The single NPC template is set up to be programmatically generated with varying skin tones, hair colors, and outfit colors
- Each new level generated automatically increases the level of complexity and difficulty within set parameters

## EXPERIENCE

**OLIVIER CHENG CATERING AND EVENTS, LLC** (New York, NY)

**Administrative Manager** (*internal promotion, continued prior responsibilities*)

Jan 2020 - present

- Directed implementation and maintenance of administrative systems and policy

**Human Resources Analyst** (*internal promotion, continued prior responsibilities*)

Jan 2019 - Jan 2020

- Led a team through a smooth transition of time and attendance recording to a new provider

**Office Manager**

July 2016 - Jan 2019

- Reconfigured payroll recording process utilizing custom-built systems to quickly analyze and verify data

**Senior Barista/Catering Staff**

August 2015 - July 2016

- Consistently delivered product requiring adherence to detailed specifications in order to meet high quality standards

**CAMINO BAKERY** (Winston-Salem, NC)

**Barista**

June 2014 - August 2015

- Worked with a close-knit team to curate a cafe experience central to our local downtown culture

## EDUCATION

**Unity Learning Pathways: Unity Essentials & Junior Programmer**

Winter 2020 - Spring 2021

*Unity's ground-up learning courses designed to prepare users to use Unity and C# in the workplace*

**Harvard's CS50 & CS50's Introduction to Game Development**

Summer - Fall 2020

*Two semester-long courses granting a solid foundation in programming and implementation in video games*

**BFA Acting** - University of North Carolina School of the Arts

Spring 2015