NOAH REECE

FULL-STACK SOFTWARE ENGINEER | GAME DEV

New York, NY | (210) 416-4643 | noah.w.reece@gmail.com
LinkedIn | Github | Portfolio

Experienced in C-based languages and realtime 3D engines, thrives when drawing on composer background to combine technical precision and creative perspective in crafting experiences that capture the user's imagination. Proven history of adapting quickly to new tools and technologies, demonstrates cross-departmental communication and project management skills, honed over six years as Administrative Manager for the caterer to the MET Gala.

SKILLS

Languages + Libraries: C#, C, JavaScript, Ruby, React.js, React Navigation, HTML, CSS
Engines/Programs + Frameworks: Unity, Git, React Native, Rails, ActiveRecord, Heroku, Figma
Workflow Methodologies + Tools: Agile Project Management, Version Control

TECHNICAL PROJECTS

Worderby *(React Native, JavaScript, Ruby on Rails)* - Github
Multiplayer word game for mobile (iOS + Android) with live online play across devices
- Created AI bot for single-player, utilizing Nokogiri web scraper and Merriam-Webster API
- Set up React Native web-socket connections with Rails Action Cable, enabling live multiplayer
- Configured mobile UI/UX with the React Navigation API to function cross-platform on both iOS and Android
- Established secure user sign up, log in/out, and authentication utilizing BCrypt and sessions

Cavern *(Unity, C#)* - Github | itch.io
A primeval fantasy metroidvania for desktop, developed in Unity
- Constructed custom 2D physics controller using a combination of Unity raycasts, rigidbodies, and colliders
- Integrated custom dialogue system, music controller, and game events built on the publisher/subscriber pattern
- Programmed 2D lighting system and game map to dynamically shift with game progression in response to events

Second Guessed *(React, Javascript, Ruby)*- Github | Deployment
Live crowd-play web-based voting game
- Built Ruby back end with ActiveRecord relations to handle online voting over infinitely-generated game iterations
- Actively coordinated with team members to adhere to clear and consistent version-control using Git
- Deployed back end to a Heroku server to enable play-testing

EXPERIENCE

Olivier Cheng Catering and Events (New York, NY)   08/2015 - 02/2022
Administrative Manager
- Codified extensive detailed documentation for payroll, HR, and company structure for training and reference
- Trained both junior and senior staff on administrative protocol and use of management software
- Oversaw year-long migration of integrated payroll/HR platform from beginning to completion as project leader
- Updated payroll recording from manual entry to CSV imports on own initiative, exponentially increasing efficiency

Composer/Lyricist - Freelance (New York, NY)   08/2015 - 03/2020
- Implemented feedback from creative teams to revise and improve projects over multiple iterations
- Prepared and conducted time-efficient rehearsals of large groups, maximizing preparation in a limited timeframe

EDUCATION

Flatiron School   New York, NY
Full-Stack Software Engineering focusing on Object-Oriented Programming, JavaScript, Ruby on Rails,   06/2022
Collaborative and Solo Project Management, Debugging, Version Control, and Deployment

University of North Carolina School of the Arts   Winston-Salem, North Carolina
Bachelor of Fine Arts (BFA) Theatre   05/2015