NOAH REECE

(210) 416-4643   noah.w.reece@gmail.com   New York, NY   **LINKEDIN**   Portfolio: arkfuldodger.github.io

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**