

Diego Noria

dnoria63@gmail.com | 614.214.4875 | <https://github.com/Bonono63> | <https://itch.io/profile/b0n> | <linkedin.com/in/diego-noria-553067226>

Linux Enthusiast, Game developer, and Language Learner

Education

Student at The Ohio State University **Expected graduation Spring 2027**
Vice President of Embedded Security Club (OSU) **Aug 2024 - January 2025**

Work Experience

OTDI Student Asset Specialist **August 2024 - Present**

- Worked with a team to distribute computer hardware on tight deadlines.
- Interfaced with automated computer imaging daemons.

Wendy's **May 2022 - June 2023**

- Worked in a fast paced environment, taking orders and cooperating alongside a team.
 - Maintained positive rapport with customers, co-workers, and managers, occasionally utilizing Spanish knowledge to assist in customer service.
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Projects

Ceresvoxel; <https://github.com/Bonono63/ceresvoxel> **February 2025 - Present**

- A voxel space exploration and automation game; Inspired by Gregtech, the Create mod, Factorio and Kerbal Space Program.
- Graphics, physics, and game logic are all built from the ground up using Zig and Vulkan.
- Solo project beginning in February of 2025.

Sky Tree; <https://b0n.itch.io/plant> **October 2025**

- 2D puzzle game inspired by Bloxorz, Sokoban, and The Legend of Zelda The Minish Cap
- A 2 week solo project created in Godot; Music provided by a friend

Mitre Embedded Capture the Flag (DACC) **Jan - May of 2022, 2023, 2024**

- Programmed encryption and security for embedded devices, worked with peers to simulate failure points and flaws.
- Competed in a point-based collegiate competition, designing, developing, and ultimately attacking equipment and firmware, placing number 9 of 23 institutions in 2023.

Business Professionals of America Nationals Competition **May 2023**

- Achieved 4th place nationally in the Linux Operating System Fundamentals category
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Skills

- Basic proficiency in Spanish and limited proficiency in Japanese
- Advanced proficiency in the Linux OS; Familiarity with Debian, Arch, and Gentoo.
- Experience in Graphics Programming and Game Engine development
- Minecraft Modding experience; exposure to code injection, program decompilation, and reverse engineering
- C/C++ and GNU compiler; Projects from club activities to graphical demos
- Godot Game Engine
- Varying degrees of exposure and proficiency in: Java, Zig, and Python