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Joseph Noyes

EXPERIENCE

Boise State, Boise — GIMM Media Team and Peer Mentor *November 2024 - PRESENT*

- Provide tutoring and academic support to freshmen and other students on weekends.
- Work as part of the GIMM Media Team, managing computer systems, a YouTube channel, and developing programs to promote GIMM initiatives.

Hokkaido Ramen – Food Runner, Dishwasher, Cook

- work on an organized team to make production quick and clean.
 - Deal with Customers and adjust to others preferences and work spaces.
 - Learned how to be a team player and do the tasks that were assigned.
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EDUCATION

Boise State University, Boise — Sophomore 2023 - Current *Expected Graduation with a BS: 2027*

- Major: Games Interactive Media & Mobile
 - Bachelors of Science
 - Web development using HTML, CSS, and JavaScript
 - Proficiency in game engines and development such as Unity and UE5
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PROJECTS

- **Spark (Multiplayer Hero Melee Game – WIP)**

Implementing a custom ability system inspired by Unreal's Gameplay Ability System (GAS).

- **Unreal Engine 5 Projects**

- Developed C++ and Blueprint-based prototypes for a personal game studio foundation.
- Participated in game jams, applying C++ in rapid development cycles.

- **The Bi-Directional Flow of Time (Art/Game Hybrid)**

- Directed a project exploring time manipulation, combining C# scripting, Unity tools, and visual storytelling.

- **AR Game – SSBAR (Unity AR Project)**

- Led development of an augmented reality game using C# and Unity's AR tools, deepening team understanding of Unity's systems.
- **First C# Game (Personal Project)**
 - Built a game from scratch using C#, designing art, logic, and immersive environments.