



# Noah Lundy

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Gameplay Programmer | Unity & Unreal Engine

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## Education

**University of the Incarnate Word — Game Programming Concentration (BFA)**

Expected Graduation: May 2028

Relevant Coursework: Programming Languages, Game Engines, Game Programming I & II, Technical Direction.

## Technical Skills

- Languages: C++, C#
- Game Engines: Unreal Engine 5, Unity
- Tools: Git, Visual Studio, Rider, VS Code
- Experience using blueprints in Unreal Engine
- Knowledge of Game Design Principles
- Other: Basic Combat Systems

## Projects

**Darkwood remake – Unity, C#**

- Looting/Inventory System; Ranged/Melee Combat
- Set and Dynamic Enemy Spawns
- Dynamic Enemy Sight

**Component Tearing – Unity, C#**

- Boss Enemy Individual Attacks – Flamethrower, Turret, Mortar
- Individual Component Sight Governed by Parent Script
- Boss health tied to single component, affected by others
- Player Charge attack and dodge

## Work Experience

- None

## Awards & Activities

- None