



Noah Lundy

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
- 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

Experience

- None

Awards & Activities

- None