



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: Visualizing varying computer science structures

Projects

Component Tearing – Unity, C#

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

Darkwood remake – Unity, C#

- Arrays for lootable chests and UI elements
- Looting/Inventory System; Ranged/Melee Combat
- Set and Dynamic Enemy Spawns
- Dynamic Enemy Sight

Work Experience

- None

Awards & Activities

- None