Noah Lundy

System Programmer/Designer | 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
- 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
- Open World Exploration/Progression

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