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