

Noah Dean

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[Personal Website](#) | [LinkedIn](#)

Summary

Self-starter software developer with over 2 years of professional experience designing and developing client-facing projects, complemented by over 4 years of game development experience gained during college. Passionate about delivering high-quality work and continuously improving technical skills. Proven ability to lead projects from concept to production, ensuring functionality and user satisfaction. Seeking to contribute creativity and technical expertise to innovative and impactful projects.

Certifications and Skills

Programming Languages

Confident: Python, C#, C++, C

Familiarity with: Typescript, Java, Javascript, HTML, CSS

Development Tools: Visual Studio, Github, Git

Game Engines: Godot, Unreal, Unity, Zapworks Studio

Skills: Adaptable, Rapid Learner, Cross-Disciplinary Communicator, Innovative Problem Solver

Certifications: MTA: Software Development Fundamentals

Work Experience

Planit Studios - Ohio *Augmented Reality Programmer* May 2022 - April 2024

Developed and deployed 10 innovative augmented reality applications, significantly enhancing user engagement and client satisfaction. Pioneered AR solutions for mobile web platforms using C#, TypeScript, Unity, and ZapWorks Studio, showcasing cutting-edge technology. Collaborated effectively with cross-disciplinary teams and an external business partner organization, leading to successful, interactive client-facing solutions. Consistently delivered high-quality projects that pushed the boundaries of AR technology.

- Spearheaded research that significantly advanced the company's augmented reality capabilities, contributing to more innovative and effective AR solutions.
- Developed and implemented projects that improved customer connection and expanded community outreach, strengthening the company's engagement with its audience.
- Led user testing initiatives that resulted in more intuitive and user-friendly products, enhancing overall user satisfaction and product effectiveness.

Shawnee State University(SSU) - Ohio *Math Center Tutor* January 2021 - April 2024

Delivered specialized tutoring to over 100 students in Linear Algebra, Discrete Mathematics, and Multivariable Calculus, significantly enhancing their understanding and problem-solving skills. Effectively communicated intricate mathematical concepts and fostered a collaborative learning environment to support academic success, as evidenced by positive feedback.

- Enhanced students' problem-solving abilities and mathematical reasoning through targeted instruction and practice, leading to improved academic performance.
- Incorporated student feedback to continuously improve tutoring methods and materials, ensuring effective and engaging learning experiences.

Independent Work Experience

Open-Source Developer Constant Spawning Mod, GitHub January 2024 – Present

Led, developed, and maintained an open-source mod for Lethal Company that allows users to dynamically spawn monsters at customizable intervals. Originally created in collaboration with Twitch streamer AKallo for content creation, the mod was later released publicly for broader community use. Maintained compatibility with game updates, documented installation and usage instructions, and contributed to the modding community by sharing the source code for adaptation and improvement. Over 500 downloads in the first two weeks after release.

- Designed and implemented the mod using C# and the BepInEx framework, improving gameplay customization and user engagement.
- Collaborated with content creators to refine and test features, responding to feedback to enhance the mod's functionality.
- Actively maintained the project, keeping the mod compatible with major game patches and user-reported issues.

Awards And Recognition

Academic Excellence Award: Recognized for outstanding academic performance in Digital Simulation and Gaming Engineering Technology, Shawnee State University (2024)

Esports Achievement Certificate: Awarded for leading an esports team to the nationals, demonstrating leadership and competitive skill (2024).

Global Game Jam Winner: Recognized as 1st place at Shawnee State University for creating an innovative Dungeon Crawler game using Godot (2022).

National Business Professionals of America:

- 1st Place: Software Engineering Team Competition (2020).
- Top 10: Visual Basic/C# Programming Competition (2019).

Relevant Coursework

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|---------------------------------|----------------------------------|
| • Algorithms | • Concepts of 3D Graphics & Math |
| • Automata and Formal Languages | • Object Oriented Programming |
| • Optimization Techniques | • Calculus 3 |
| • Data Structures | • Realtime programming |
| • Graphics I/II | • Operating Systems |
| • Digital 3D Foundations | |

Education

Bachelor of Science in Digital Simulation and Gaming Engineering Technology

Minor of Mathematical Sciences, Shawnee State University - Ohio

2020 - 2024

- Graduated *summa cum laude*. Dean's list. GPA: 3.94.