

Noah Dean

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<https://kingofskulls.github.io/>

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. Demonstrated ability to lead project development from concept to production, ensuring ideal functionality and user satisfaction. Proven track record in developing engaging and innovative gaming solutions, showcasing a blend of creativity and technical expertise. Seeking to leverage skills and experience to contribute to innovative and impactful projects.

Certifications and Skills

Certifications: MTA: Software Development Fundamentals

Skills: Communication, Quick Learner, Self Starter

Applied Skills: Python, C#, C++, C, Javascript, Visual Studio, Github, Godot, Unreal, Unity

Work Experience

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

Developed and deployed 10 innovative augmented reality applications, enhancing user experiences with cutting-edge technology. These projects included educational and entertaining content, as well as virtual signage supporting multiple languages. Collaborated with leads and teams from various disciplines to design and implement interactive, client-facing solutions. This included working with an external business partner organization. The projects were developed for mobile and web platforms using C#, TypeScript, Unity, and ZapWorks Studio.

- Successfully drove research that further developed the company's augmented reality capabilities
- Developed projects increasing customer communication and community outreach.
- Led user testing which successfully allowed for more user-friendly products.

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

Guided students(~100) through complex mathematical concepts, enhancing their understanding and problem-solving skills. Effectively communicated intricate ideas and fostered a collaborative learning environment to support academic success based on anecdotal feedback.

- Fostered student's understanding of complex mathematics topics including Calculus, Linear Algebra, Trigonometry, Physics, & Algebra

Awards And Recognition

- Academic Honors for academic excellence in digital simulation and gaming engineering technology in 2024
- Certificate of athletic achievement in leading esports team to nationals (2024)
- Global Game Jam placed 1st at SSU (2022) created a Dungeon Crawler game using Godot

- First in the National Business Professionals of America Software Engineering Team competition in (2020)
- Top 10 in the National Business Professionals of America Visual Basic/C# Programming competition in (2019)

Relevant Coursework

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

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 every semester. GPA: 3.94.

Eastland Career Center - Ohio

2018 - 2020

High School Diploma. GPA: 4.0. ACT 31.