

## Noah Simpson

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A Jack-of-all-trades, multifaceted in many fields of software and video design. I want to inspire those who see what I make. I want to instill awe and joy in the content that I create for people. I want to spearhead the operation of something grand, I want to be the leader that people can look to and become determined. A determination that drives them to give it their all for something that truly matters to the team. A passion for big-picture creativity, without compromising on finer details. Flourishes well in the fields of software and video design. Strongest focus in areas of programming and video editing.

## Education

Oakland Community College, Oakland County (Ongoing) - *Associates in Applied Sciences*

Royal Oak High School (2015) - *High School Diploma*

## Computer Programing Experiences

### Build a Computer as a service.

Consulted with the client and gathered key information such as desired features, components, and budget. Then collected components for the client that best suited their parameters. Finally, assisted the client with assembly of the computer including installation of components.

### Created a basic storefront infrastructure (C++) for college C++ class as a solo project using the IDE Visual Studio 2019.

The primary goals were to contain a shopping cart function that stored the amount and value of product added to the cart, the ability to change values for products within the store depending on factors such as price changes, inventory gain/loss, recording and writing stock information to files, and providing checkout functionality. Additional goals were to: add login functionality for both the users and administrators— to purchase and manage the store accordingly, unit test portions of the program to make sure they work as intended, and encrypting data written in files in order to protect security.

### Tutored peers for object-oriented programming classes in college (Java, Visual Basic).

Worked alongside a peer online and began to assist him with understanding the underlying foundations of programming, assisting him to understand things like variables, if/else statements, for/while loops, functions, methods, and classes. After the initial premise of these concepts were understood, he was then taught the context of Java syntax and how the fundamental concepts learned before are applied to Java and Visual Basic. Overall feedback from the peer was positive as they tackled the classes with confidence and successfully passed both classes.

## Video Production Experiences

### Participated in Church's Audio/Video team. (2010 - 2018)

Assisted with livestreaming weekly events within the church every Saturday on a consistent schedule. Gained knowledge on how to use a camera in live production, and learned about using live streaming software and how to integrate the software to digital platforms such as Youtube/Facebook.

### Commission & Volunteer Work for Video Editing.

Primarily used Davinci Resolve for most finished projects which include: Seasonal Paintball Event, Music Video, and a Vlog. Used techniques and skills such as: nesting videos, multiple tools used (blade tool, retime tool, selection tool), transitions (for both audio and video), and audio mixing. Reception of projects primarily positive, consistently kept in contact with clients, giving updates to the status of projects along with continually checking if any revisions were necessary.

## Educational Experiences

### Recreationally developed a simple computer game in Unity (C#)

Was a game that recreated mechanics from the game "Undertale". The idea was to dodge projectiles that would move around the screen. Key sequences of programming included a variety of concepts. Developed an introductory sequence that had a textbox that would actively display text over a set period of time with a "typewriter effect". After this initial scene it would transition into the main gameplay scene where you would be forced to dodge projectiles until the end of the sequence. Creating a prefabricated object that could be reproduced multiple times within the scene of the game. The prefabricated object would then create a projectile that would damage the player on collision. Then created a Health system that when projectiles collide with the player: their health would decrease, when health reaches 0, you get a "Game Over" screen with an option to loop back into the main gameplay scene at the beginning and start again.

## Skills

**Soft Skills:** Strong technical aptitude | Knowledge of computer hardware and assembly | Experienced with object-oriented programming, creating software, and developing basic programs | Experienced in Video Production & Editing Programs | Experienced with customer service

**General Software Knowledge:** Microsoft Word | PowerPoint | Windows 7 & 10 | Github Experience (Push/Pull)

**Game Development Software:** Unity | Godot

**Video Editing Software:** Final Cut Pro X | Adobe Premiere Pro | Davinci Resolve

**Programming Languages:** C++ | C# | Java | Python