

# Noah Simpson

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## Experiences

### **Built 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. Total cost was ~\$900

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

- Completed five 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.
- Helped in three additional goals, which 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 to understand six or more concepts such as: variables, if/else statements, for/while loops, functions, methods, and classes.
- Taught the context of syntax and how the fundamental concepts are applied to Java and Visual Basic. Overall feedback was positive as classes were tackled with confidence and successfully passed both of two classes with a B and A respectively.

### **Developed a simple computer game in Unity (C#) within 2 weeks**

- Within 2 weeks, mechanics from the game “Undertale” were recreated.
  - The premise was to dodge projectiles that would move around the screen. Key sequences of programming included at least 4 general concepts: An introduction to the gameplay loop, the gameplay loop itself, a reset to the loop if failed, and the completion of the gameplay loop.

## Work

### **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 (but are not limited to):
  - Video Game montages (10 of them to be exact)
  - One Seasonal Paintball Event
  - Between 2-3 Music Videos
  - One Vlog.
- Used four or more techniques and skills such as:
  - nesting videos
  - 3 primary tools (blade tool, retime tool, selection tool)
  - transitions (for both audio and video)
  - audio mixing.
- Reception of projects are primarily positive, consistently kept in contact with clients approximately every 2-3 minutes of video produced, giving the opportunity for revisions each time.

## Education

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

## 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 | GDScript