

Noah Goldberg

Objective: Obtain a co-op position for summer 2022 in software development

Education

Rochester Institute of Technology

Expected Graduation May 2024

Game Design and Development Major - GPA 3.6

Dean's List-Fall 2020

RIT Founders' Scholarship

Lawrence Technological University

September 2019-June 2020

Skills

Programming Languages

- C++, C#, Python, HTML, CSS

Game Engines

- Game Maker Studio 2, Unity, Unreal

3D Modeling and CAD

- AutoCAD, Fusion 360, Revit, Maya

Work Experience

Front Desk – Aim High School

- Providing front desk coverage during after-school hours.
- Responsibilities include answering the phone and monitoring entrance of visitors to the school.

Intern – Hantz Bank

- Assisted in a professional work environment with organizational and administrative tasks.

Summer Travel Abroad

- Hands-on learning experiences in Israel focused on Jewish history as well as technology and scientific innovation.

Projects

Programming Team Project

- Developed the player character
- Had to integrate code with teammates
- Worked with a Git repository
- Debugged problems in a large project

Room Model

- Created a Unity scene of a bedroom
- All assets modeled from scratch

High School Robotics Team

- Programmed and designed robots for VEX Robotics competition
- Learned DJI Robomaster S1 Manual & Autonomous programming

2D/3D Animation

- Created drawings in Photoshop
- Created models in Autodesk Maya

Web Development

- Created websites using HTML and CSS

Contact

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