Noah Kinslow

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Education

BS in Software Development
Harding University

Graduate of 2021
Searcy, AR

Programming Languages & Technologies

Proficient with   Rust   C++   C#   JavaScript/TypeScript   Unreal Engine

Projects

The Great Gouda Gambit
C#, Unity, JavaScript, GameSparks

https://github.com/NoahKinslow/TheGreatGoudaGambit

In a team of 5, created a video game from an abstract board game. I am responsible for the networking and GUI.

- Developed player connection using host lobbies and a matchmaking system using an automated queue.
- Implemented social interaction with a custom messaging system and interface allowing for multiple concurrent conversations with friends using a custom messaging system.
- Created a leaderboard showcasing the highest ranking players which pulled from the user database.
- Designed and developed the user interface constantly iterating between: storyboarding, implementation in Unity scenes, feedback, and improvement.

The Original Voyagers
C++, Unreal Engine

https://github.com/Tewesday/OriginalVoyagers

Independently created a video game based on Polynesian seafaring.

- Utilized Object Oriented Programming to create objects and manage gameplay systems.
- Designed high level gameplay controller and interface using Blueprint code.
- Created Game assets in Blender and textured using Krita.

Torri Game
TypeScript, MongoDB, Express, React, Node

https://github.com/NoahKinslow/TorriGame-Server

Independently created a server based multiplayer, turn-based abstract strategy game playable through a web browser.

- Created a server-side gamecore back-end using Functional Programming.
- Architected a database, to facilitate gameplay through a REST API.
- Designed a client-side interface to be built in React to connect to the server and play the game.
- Rewriting API and game core components in Rust.