

Noah Kinslow

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Education

BS in Software Development
Harding University

Fall 2014 - Fall 2019
Searcy, AR

Programming Languages & Technologies

Proficient with C# C++ JavaScript/TypeScript

Familiar with MySQL Haskell Android (Java) Node React MongoDB Express

Projects

The Great Gouda Gambit

C#, Unity, JavaScript, GameSparks

<https://github.com/NoahKinslow/TheGreatGoudaGambit>

For our senior capstone project, I and four classmates created a video game. I was responsible for the networking and GUI. I designed and developed systems for multiplayer gameplay between players.

- Enabled player connection using lobby or matchmaking systems.
- Implemented social interaction: adding friends, as well as chatting between friends, opponents, or with everyone in a lobby.
- Created a leaderboard displaying the players with the most wins.

Torri Game

TypeScript, MongoDB, Express, React, Node

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

A multiplayer, turn-based abstract strategy game playable through a web browser. Designing and developing:

- Server-side gamecore and database, to facilitate gameplay through a REST API.
- Client-side interface to connect to the server and play the game.

Work Experience

Server, Johnny and Hon's Smokehaus
Provided fast and responsive dining service to customers

Robesonia, PA
May 2016 - Aug 2016

Sales associate, Mr. Blue Sky
Provided excellent customer service as a retail salesman

Wyomissing, PA
May 2015 - Aug 2015

Awards

Senior Capstone Software Showcase - 3rd Place
"Noah was an excellent team-mate, this project would not be what it is without him." ~ Team Lead in final review

May 2019

Dean's List

May 2016