Noah Kinslow

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Education

BS in Software Development
Harding University

Graduating 2020
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

Senior project involving creating a video game from an abstract board game. The project is entirely our own creation. I am responsible for the networking and GUI.

- Networking features include:
    1. Player connection using player managed lobby games or matchmaking systems using an automated queue.
    2. Social interaction: friend list stored in user database, allowed for players to have multiple concurrent conversations using a custom messaging system.
    3. Created a leaderboard showcasing the highest ranking players which pulled from user database.

- Designed and developed the User Interface constantly iterating between: Storyboarding, implementation in Unity scenes, feedback, and improvement.

Torri Game
TypeScript, MongoDB, Express, React, Node

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

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

- Server-side gamecore and database, to facilitate gameplay through a REST API. Database consists of users, ongoing and saved games, and lobby games currently being hosted by players.
- Client-side interface using React to connect to the server and play the game with others.

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