

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>

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: friends list stored in a user database, allowing for players to have multiple concurrent conversations using a custom messaging system.
 3. Created a leaderboard showcasing the highest ranking players which pulled from a 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>

A video game designed to mix themes of strategy, survival, and exploration. Modeled after historical Polynesian seafaring.

- Began as a week long game jam project.
- Core RTS game systems developed in C++: Resources, Regions, and Units.
- Blueprint used for high level gameplay and interface.
- Artwork made in Blender and textured using Krita.

Awards

Senior Capstone Software Showcase - 3rd Place

May 2019

"Noah was an excellent team-mate, this project would not be what it is without him." ~ Team Lead in final review

Dean's List

May 2016