Noah Kinslow

noahkinslow.com | 512-710-6827 | hello@noahkinslow.com

Education

BS in Software Development
Harding University

Graduate of 2021
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.

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