

Noah Wilson

Software Engineer

Noah Wilson
<http://www.noah.games>

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<https://github.com/NoahWil5on>

Technical Skills

Languages: JavaScript (4yrs); C# (4yrs); C++ (2yrs); Java (3yrs); HTML5 (4yrs); CSS (4yrs);

Technologies: Git; Firebase Suite; NodeJS; Angular2; Xcode; Visual Studio; Google Maps API; Google Image Search API; Illustrator; After Effects; Unity;

Familiar With: MongoDB; Python; PHP; Socket IO; Express; DirectX11;

Experience

University of Rochester / Web and Mobile Developer

JUL 2017 - AUG 2018, ROCHESTER, NY

Developed crowd sourced reporting app that shipped on iOS and Android. Application allows remote villages to report local environmental risks (ex. Mosquitos, Pests, Trash) and coordinate preventative action and stop the spread of Zika. Utilized human centered design to iteratively create software that is curated for specific communities needs.

RIT Student Conduct / Student Assistant

JAN 2017 - MAY 2017, ROCHESTER, NY

Guided students and faculty through RIT hearing process. Constantly adapted to individual needs and handled private information in an appropriate manner. Actively worked to make the office a more welcoming place by learning ASL and updating office related graphic design.

Projects

mZAP (2017-2018, 3-person project):

- Android / iOS app created using Node.js, Angular, and Firebase
- Responsible for developing all front/back end functionality
- Crowd-sourced environmental risk prevention tool

Base Zero (2018-Present, 4-person project):

- Zombie quest FPS game created using Unity and C#
- Responsible for player & shooting mechanics
- Designed customizable weapon system which alters stats/look/feel of weapons
- Plan to ship on Steam upon completion

The Siege of Jerusalem (2012-2015, 1-person project):

- Built with Blender Game Engine and Python
- Play as Roman Soldier and engage in interactive combat system with AI
- Achieved historically accurate 3D models and game play through extensive research and prototyping

Education

Rochester Institute of Technology / Rochester, NY

GAME DESIGN AND DEVELOPMENT BACHELOR OF SCIENCE

GPA: 3.8

Graduation: May, 2019

Achieved the RIT Computing Medal Award. Minor in Economics.

Leadership & Community

Roles and Activity

- Designed website for food pantry which increased accessibility
- Taught programming, game design, and 3D design to local high school
- Player on RIT's competitive eSports team