Noah Spann

Austin, TX | noahspann12@gmail.com | [512]-750-3230 | [LinkedIn](#) | [Portfolio](#)

SKILLS

- **Software Tools:**   *C#, C++, Vulkan, EnTT, JavaScript, Blueprint Visual Scripting, Unity, Unreal, Photoshop, TeamCity, Firebase, Playfab, Miro, MS Office, SQL, NodeJS, Perforce, Jira, Confluence, Git, Trello*

- **Game Development:**   *Live Ops, Gameplay Programming, Level Design, Systems Design, Tools Development, Porting, Creative Problem Solving*

- **Communication:**   *Cross Discipline Communication, Written and Verbal Communication, Relationship Building, Teamwork, Inclusivity*

EXPERIENCE

Raskulls | *Gameplay Programmer / Team Lead*   *Austin, TX* | **02/2025 - Current**
- Led a team of 4 gameplay programmers/designers in successfully porting a game from a proprietary engine to Unity, ensuring fidelity to original gameplay mechanics.
- Led technical planning and task breakdowns for gameplay systems during engine migration.
- Contributed directly to the project's codebase, implementing key gameplay systems using Unity and C#.
- Collaborated closely with stakeholders to ensure seamless integration of gameplay features and maintain project vision alignment.

Fruit Ninja Classic+ | *Gameplay Programmer / Game Designer*   *Austin, TX* | **09/2022 - 02/2025**
- Implemented monthly events for Fruit Ninja Classic + on Apple Arcade, boosting player engagement and retention.
- Designed and implemented new blade powers using C#.
- Diagnosed and resolved gameplay bugs across live updates, improving system stability and iteration speed.

Fish Out Of Water | *Game Designer Generalist*   *Austin, TX* | **08/2022 - 09/2022**
- Collaborated with other designers and programmers to port the mobile game Fish Out Of Water from a C++ code base to a Unity C# project reducing bottlenecks and enabling faster iteration.

Renegade 17 | *Level Designer & Gameplay Scripter*   *Orlando, FL* | **11/2021 - 03/2022**
- Maintained and updated project documentation (52 Confluence pages and 590 Jira tasks).
- Utilized UE4 and Blueprints to script over 20 gameplay events and mechanics.
- Designed and implemented the level "High Rise" utilizing 2D maps, beat charts, mood boards, blockmesh, and IPM (Introduce, Practice, Master) methodology to deliver a final, playable experience.

EDUCATION AND TRAINING

- **Full Sail University** | *Bachelor of Science in Game Development* Online | **03/2026**

- **Full Sail University** | *Bachelor of Science in Game Design*   Orlando, FL | **03/2022**