Noah M. Sweet

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EDUCATION

DigiPen Institute of Technology
- B.S. Real Time Interactive Simulation, August 2016 - December 2017
- GPA - 3.65/4.00, Dean's List

Courses:
- C Programming, C++ Programming, Computer Environment, Operating Systems
- Game Implementation Techniques, Projects Class
- Linear Algebra, Calc I & II

TECHNICAL SKILLS

- **Programming Languages:** C++, C, Python, HTML/CSS, Kotlin, JavaScript, ARM
- **Software:** Git, SVN, Visual Studio, Maya, Microsoft Office
- **Operating Systems:** Windows (XP, Vista, 7, 8.1, 10), Linux

WORK EXPERIENCE

Amazon SDE Intern, June 2018 - August 2018
AWS SDE Intern
- Worked in C on Infrastructure Team

Leibering Lumber, May 2017 - May 2018
Web Development
- Developed and maintain website in HTML/CSS for marketing team

PROJECT EXPERIENCE

Tatorship, August 2016 - December 2016
Student Project
- Collaborated with a partner to create text-based economy game
- Developed backend engine and primary gameplay code in C

TearDrop, January 2017 - April 2017
Student Core Engine Developer
- Collaborated within a team of 5 developers
- Developed a two dimensional, top-down, spaceship shooter featuring weapon upgrades, and physics-based combat
- Developed backend engine and logging system for game in C

Haphazard, August 2017 - Present
Student Core Engine and Editor Developer
- Developing on 7 person team to create a game called ShortStack
- Developed in-game editor for use of Game Designers with Lua support in C++
- Wrote multithreaded logging system in C++