

Noah Sullivan

Portfolio

This website is created to show off my work to anyone who may be interested

I created this website to be a place where I can point people to show them what work I am capable of doing and show off what I have completed in the past. I also want this to be a place where I can show potential employers about me so they can get an idea of what I am like and can also see what type of work I can do.

Personas:

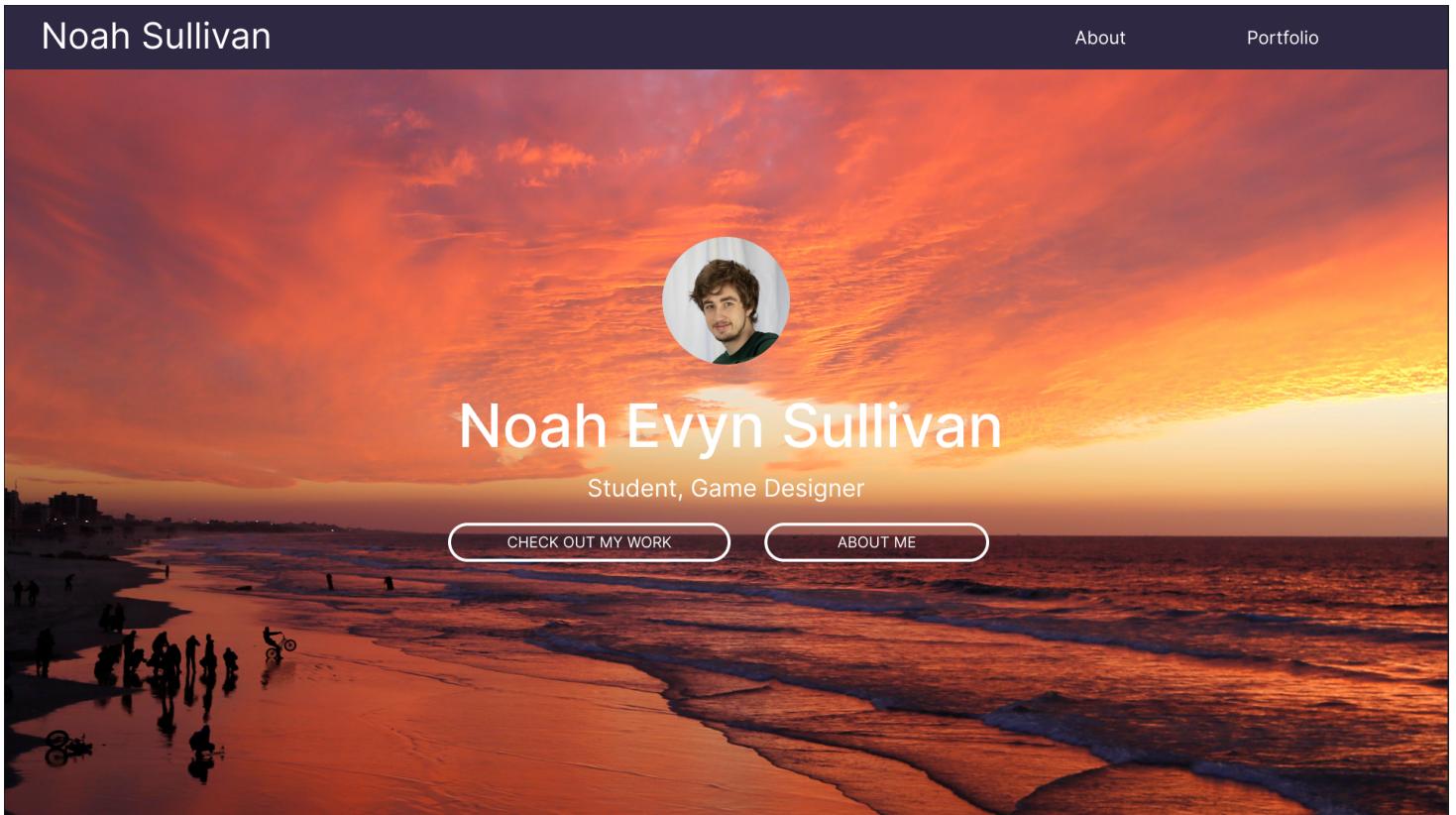
- Potential future employer considering hiring me
- Anyone interested in seeing my work
- People looking to see what I am currently working on

Inspiration / Competition

- <http://www.fiftycoffees.com/>
- <https://diogotc.com/#portfolio>
- <https://annaellenberger.com/>

Bellow are designs created in figma to show what we hope for the website to look like once competed

Homepage layout



Noah Sullivan

About Portfolio



Noah Ewyn Sullivan

Student, Game Designer

[CHECK OUT MY WORK](#) [ABOUT ME](#)

About Page



Noah Sullivan

About Portfolio

About Me

I am currently a senior at Michigan State University studying games and interactive media. From this I have gained experience in 3d modeling using Blender and Plasticity, animation using Maya, and programming in C#, C++, Python, HTML, and CSS.

When I finish my degree in the spring of 2024, I would like to find a position programming for a game design studio.

Outside of school, I enjoy playing video games, working out, and riding my motorcycle.

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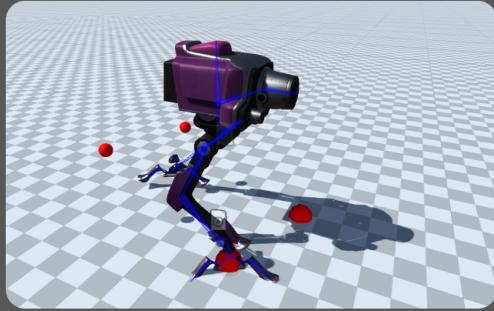
Render of coffee table created in Blender



Assets created in Blender then imported into Unity 3d



Recreation of Metroid created in Unity 3d



Procedural walk animation for bipedal character in Unity 3d