Noah **CASTLE**

**Ncastle16@wou.edu** **• (541) 343-2852**

**LINKS**

**• GitHub: github.com/ncastle16**

**PROJECTS**

**February 2019 - Current**

**• 2D Game Engine - A 2D, tile-based game engine built with the idea of building and testing levels simultaneously**

**May 2019 - Current**

**• Pseudo Block - A new take on 3D mapping, completely designed in a 2D environment.**

**LANGUAGES**

**C# • C++ • Java • JavaScript • Python • HTML • CSS • MVC • ASP.NET • JSON • SQL • jQuery**

**EDUCATION**

**Western Oregon University - Spring 2020**

**• Bachelor of Science – Computer Science**

**• Minor in Information Systems**

**WORK EXPERIENCE**

**Summers 2014 – 2016**

**• Sure-Strike Fishing Lodge– Fish processor**

***-Key duties included maintaining cleanliness and organization of work stations, completing tasks on a tight time schedule, and processing fish from catch to finish.***

**Summers 2017 – 2019**

**• Western Oregon University – Fish processing manager**

***-Key duties included the same as previous years but with the added responsibilities of communicating with airlines to efficiently move fish and to oversee that all responsibilities are taken care of by the fish processing crew.***

**October 2018 - May 2019**

**• Western Oregon University– Residential Computing Support Technician|**

***-Key duties included assisting in malware removal, upkeep, and general assistance with personal computers. Also included hardware duties, such as building computers.***