Noah Lovelace

563-380-9255 | ndlovelace13@gmail.com | linkedin.com/in/ndlovelace13/ | ndlovelace13.itch.io/

EDUCATION

Barrett, the Honors College at Arizona State University | Cumulative **GPA 4.0** Tempe, AZ
Bachelor of Computer Science May 2025
Computer Gaming Certificate May 2025
Study Abroad: Visualization and Simulation | Waseda University, Tokyo, Japan May 2023
Barrett in Iceland – Environmental Humanities | Reykjavik, Iceland May 2022
Skills: C/C++, C#, Unity, Unreal, Python, Java, JavaScript, HTML/CSS, Bootstrap, Wwise, Git, PHP, Laravel, Docker, Unix/Linux, AWS Services, SQL/SQLite

PROFESSIONAL EXPERIENCE

Milemaker, Powered by Rand McNally | Chicago, Illinois June 2023 – August 2023
Software Engineering Intern
- Created sample programs for customer use and unit tests in 3 languages using company API endpoints
- Developed 2 full-stack web applications for product licensing using Docker Containers, SQL, and PHP
- Adhered to principles of Agile development and communicated with fellow software engineers

AssuredPartners | Decorah, Iowa May 2022 – August 2022
IT Specialist
- Worked with over 15 staff members to answer questions and alleviate tech-related issues
- Organized and outmoded old technology for proper dispersion and disposal
- Assisted in the testing and implementation of new real estate systems and devices

PROFESSIONAL DEVELOPMENT – More Information on Back

No Rush Games April 2024 – Present
Solo Developer
- Released and published 9 content updates to 2D action rogue-lite *Flower Crown Chaos* on itch.io
- Cataloged all development via 120+ daily development logs under the handle @norush_games on Instagram and full patch notes on itch.io following each release
- Formulated and created *Election Occult* within 48 hour window for the Ludum Dare 55 Game Jam

Gaming Certificate August 2022 - Present
Programmer, Gameplay and Level Designer
- Collaborated with group members of various skillsets to create games using Gamemaker & Unity
- Programmed a functional 3D game engine from scratch using Microsoft XNA Framework
- Implemented multiplayer systems with a group of 5 for co-op survival horror project *My Iron Skin*

Sailing at ASU August 2021 – Present
Web Designer, Treasurer
- Employed HTML, CSS, Javascript, and Bootstrap to construct an easily modifiable website for the team
- Transitioned all monetary transactions to use a Square website for more streamlined budget tracking
- Managed all funding and travel, organized fundraisers and collected various club fees for team of 30+

HONORS & ACCOMPLISHMENTS

Barrett, the Honors College Student August 2021 – May 2025
National Merit Finalist February 2021
Norman C. Bradish Scholarship Recipient August 2021 – May 2025
Pacific Coast Sailing All-Conference Crew April 2023 & April 2024

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NO RUSH GAMES

Flower Crown Chaos   May 2024 - Present
Unity 2D

- Action rogue-lite with an emphasis on creative expression through the creation of lethal flower crowns
- Crown creation system allows the player to combine 10+ unique flowers to create 2,000+ crown permutations – the name and effects of each crown are algorithmically applied
- Designed three scaling enemies and one boss for the player to contend with
- Upgrades and unlocks can be purchased and tracked through different menus between gameplay sessions
- Player data is automatically saved using Json files and restored between play sessions
- All systems are designed with flexibility, allowing for the easy addition of new content and parity with player save data created during prior releases
- Iterative design process allows playtesting through itch.io and feedback integration in future versions
- Utilized Large Language Models such as ChatGPT to expediently answer programming questions

Thesis Project   August 2024 - Present
Unity 3D - Mobile

- Museum curation game, allowing players to complete study tasks to earn rewards to customize and upgrade their museum's offerings
- Flexible game framework for flashcard study, utilizing spaced repetition systems and extrinsic rewards to build intrinsic study habits for any topic, including languages, medical terms, etc.
- Includes a parser that transforms apkg (Anki Package) files into usable game objects and progression systems
- Idle game systems encourage users to come back each day to claim rewards and fulfill their study requirements
- Museum data can be published to a server, allowing social users to check on each other's museums

Project Tether   September 2024 - Present
Unreal Engine

- Planetary exploration roguelike with an emphasis on traversal and procedural generation
- Algorithmic generation of planets and solar systems will allow each playthrough to be unique
- A variety of movement items can be used in tandem to gain momentum and connect tethers to various hubs scattered throughout each planet and solar system
- Will use derivation techniques to identify local minima and maxima for the location of places of interest

OTHER PROJECTS

Computer Science Capstone   August 2024 - Present
Unreal Engine – Mobile AR

- Virtual tour guide that accesses OpenAI's Large Language Model API and location data to inform users about real-world locations and landmarks in real time
- Text-to-speech and speech-to-text will allow users to have a conversation with this knowledgeable NPC
- Augmented Reality technology will allow users to see the virtual guide while exploring locations in person
- Exercised Scrum philosophy in a group of 5, met with sponsors bi-weekly and documented sprint progress via use of a Taiga board

Full-Stack Licensing Web Portal   July 2023 – August 2023
Laravel PHP Framework

- Transitioned a locally hosted SQL database and PHP application to a company-wide tool hosted within a Docker container using Amazon Web Services and SQLite
- Application handles user permissions and login, inaccessible to users outside of Milemaker
- Allows for addition, deletion, editing, and searching of customer licenses to Milemaker services