Noah Lovelace

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

EDUCATION

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#, Unity, C++, Java, JavaScript, Python, HTML/CSS, Bootstrap, Wwise, Git, PHP,	•
Laravel, Docker, Unix/Linux, AWS Services	

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 and deployed 2 web applications for product licensing using Docker, 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

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, Game 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 in Unity 3D

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
National Merit Finalist
February 2021
Norman C. Bradish Scholarship Recipient
Pacific Coast Sailing All-Conference Crew
April 2023 & April 2024