

Noah Kivett

code@nkivett.work | [Github](#)

Software Developer
Highlands Ranch , CO

Portfolio | 720-708-8809

Postgraduate software engineer with full-stack web development experience and hands-on systems knowledge. I build web applications, wrangle servers through command line interfaces, and collaborate effectively through Git workflows. I love using Raspberry Pi's as a playground to experiment and learn how systems work together.

Technical Skills

Java	Front End (html, css, javascript)	Backend (PHP, SQL)	python	javascript	C
Unreal Engine 5	Meta Quest VR Plugins	Apache2	Raspberry Pi		
PC Deployment	System Maintenance	Help Desk Solutions	Team Viewer / Remote Desktop		
PostgreSQL		MariaDB	MySQL		

Professional Experience

Service Technician | ETS IT Services - CSU | Fort Collins, CO

August 2023 - May 2025

- Provided comprehensive IT support including help desk services and technical troubleshooting
- Managed PC deployment and system update maintenance for university infrastructure
- Collaborated with team members using remote support tools like TeamViewer
- Demonstrated strong problem-solving skills in fast-paced technical environment

Projects

Biscuits from Outerspace | [Github](#) | [Itch.io](#) | Placed: #1681

My first game I created start to finish. Written using the [Phaser.js](#) platform. I gained extensive knowledge about how sprites work, camera movement, player movement, item creation, player collision, scene switching, and passing information between scenes with the Registry. Created for the [Brackeys GameJam](#) hosted on [Itch.io](#).

Virtual Reality Drawing (UE5) | [Github](#)

A VR design project that allows the user to switch between two different drawing styles. It was used to experiment whether participants are more comfortable with drawing using 2-D or 3-D spaces in VR. Learned how to create and set up levels in UE5, add plugins for the Meta Quest headsets, teleportation in VR, drawing on surfaces in VR, spawning objects in VR, and casting rays for target acquisition.

Glitch Pong | [Github](#) | [Itch.io](#)

My first pico-8 project that I submitted to the [Patch Notes](#) game Jam. It is a simple pong game that I initially made to mess around with a particle system. I added intentional bugs to fit the theme of the game Jam. This project increased my knowledge about particle systems, player movement, npc movement, player and npc bounding, and collision and interactions without premade functions.

Aim Lab | [Github](#) | [Itch.io](#)

A game I created in pico8. It mimics a game I would play in my free time during high school. Its simply random targets spawning on the screen. Click the targets to gain a score. This project help solidify scene switching for me in pico8. Its also a very different game for pico8 because it uses the memory address for the mouse as well as its inputs

Education

Colorado State University / Fort Collins, CO

May 2025

B.S. Computer Science