Noah Nam

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Education

Drexel University   Bachelor of Science in Computer Science
Philadelphia, PA   Game Development Concentration; AI Concentration

Skills

Computer Languages: C#; Python; C++; C; Java; HTML; CSS; PHP; MySQL; Javascript
Software: Unity; Microsoft Visual Studio; Eclipse; Adobe Photoshop; Sony Vegas; Clip Studio Paint

Work Experience

Aquarius Games   Philadelphia, PA
Developer   March 2015 – Present
- With a team of 4 other students, worked in the Unity engine to develop mobile games in C#
- Worked in a scrum/agile development cycle
- Published a game onto the Google Play Store and Apple App Store

Drexel University   Philadelphia, PA
ExCITe Center App Lab Developer   April 2017 – June 2018
- Continued development on a Slack chat bot
- Added features to book room reservations within the company building
- Attached reservations to a MySQL database and Google Calendar

Drexel University   Philadelphia, PA
ExCITe Center App Lab Assistant   September 2016 – March 2017
- Created a web app and MySQL database hosted on an Amazon Web Services EC2 server
- Developed a Slack chat bot to answer employee questions and handle card access requests
- Updated an Xcode/Swift tutorial to fit the changes from Swift 2 to Swift 3
- Managed a student community group Swift project, educational workshops

National Comfort Products   Bensalem, PA
Web Development Contractor   December 2016 – January 2017
- Created an HTML/CSS web app to be used as a kiosk display at conventions

Analytical Graphics Inc.   Exton, PA
Junior Developer   September 2015 – March 2016
- Wrote in C++ to develop AGI's Orbit Determination Tool Kit
- Updated ODTK's Active Scripting scripting engine to be compatible with x64 machines
- Worked within an extensive, established codebase

Skyless Games Studios   Philadelphia, PA
Programming Co-Op Developer   September 2014 - March 2015
- Produced C# scripts for Unity projects
- Implemented an in-game photography feature
- Implemented a grid based system for a city simulation game

NHN Entertainment USA   Santa Monica, CA
QA Contractor   June 2014 – December 2014
- Within a team, ensured performance and proofread localization of several games from Korea
- Lead a team of four in bug-testing games, was responsible for team training and management
- Gained an understanding mobile gaming market practices
- Setup an online depository for testers to log bugs and upload related files