

Noah Young

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Education

Northeastern University, Boston, MA

September 2021 – Present

Khoury College of Computer Sciences

May 2025

Candidate for Bachelor of Computer Science with a Minor in Game Design

GPA: 3.877/4.0

Honors: Dean's List every semester

Activities: Northeastern University Association of Gaming Enthusiasts, NU Game Development Club

Relevant Courses: Object-Oriented Design, Game Programming, Programming in C++, Programming Languages, Logic and Computation

New College of the Humanities at Northeastern University, London, England

September 2021 - December 2021

Computer Knowledge

Software: Visual Studio Code, Visual Studio, GitHub, Git, Unity, Eclipse, IntelliJ, Godot, Google Suite

Languages: Java, C#, Typescript, C++, C, GDScript, DrRacket

Work and Research Experience

Storm Flag Games

Dedham, MA

Game Engineering Co-op

July 2024 - December 2024

- Developed a system of scripts to help manage visuals and animations for a slots game
- Contributed to a python mass image conversion script to make it more generic and usable by multiple projects
- Fixed multiple bugs in an upcoming game to help prepare it for release
- Effectively used Git, GitHub, Jira, and Slack to work with my team

Medtronic

Boston, MA

Software Engineering, Extended Reality Co-op

July 2023 - December 2023

- Designed and programmed an annotation system in Unity with C# using the model-view-controller design pattern
- Used Jira tickets to receive tasks and post tasks for other team members
- Implemented requests from a project manager into a previously started project
- Documented changes made in the project's repo in an internal wiki page
- Worked on projects that required an understanding of Unity ShaderGraph, procedurally creating a mesh in Unity, threading in Unity, calling another program in C#, and testing code in Unity using Unity Test Framework

May's Journey Lab, Northeastern University

Remote

Research Assistant

June 2020 - December 2020

- Designed and developed six levels for the game May's Journey, an educational game that taught students basics of computer science
- Playtested May's Journey and corrected bugs relating to movement and UI to reduce the bugs in the final release
- Developed level mechanics using Unity and C# to complete the tasks assigned to me and implement the levels that I designed

Personal and Academic Projects

Finely Tuned (Video Game)

February 2024

- Developed the game with a friend using Unity and C#
- Playable at <https://sire-inc.itch.io/finely-tuned> with the code stored at <https://github.com/noah0young/InTune>
- Programmed the seven unique minigames systems that could each be used to make multiple minigame stages

Roomba Cat-astrophe (Video Game)

November 2023

- Developed the game with a team using with a team using Unity and C#
- Playable at <https://sire-inc.itch.io/roomba-cat-astrophe>
- Programmed the player movement script that featured a glide and swing mechanic with easily customizable variables to adjust the feel of the movement
- Implemented animations given by the team's artist, music and sound effects given by the team's musicians to add polish

Image Processor

October 2022 - December 2022

- Programmed an image processor in Java with a partner using the model-view-controller design pattern
- Used the command design pattern to add filters to images
- Developed a UI using the Swing library to allow the user to edit multiple images at once

Interests: Running, Video games, Board games, Game development, Fencing, Cooking, Food