Noah Young

Young.noa@northeastern.edu · (516) 592-7401· Website: https://noah0young.github.io/
LinkedIn: www.linkedin.com/in/noah-d-young · GitHub: https://github.com/noah0young

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, Programming in C++, Programming Languages, Logic and Computation, Fundamentals of Computer Science 1 and 2

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, Google Suite
Languages: Typescript, C#, Java, C++, C, DrRacket

Work and Research Experience

Storm Flag Games   Dedham, MA
Game Engineering Co-op   July 2024 - December 2024
- Worked on at least 5 web-based video games using Typescript
- Programmed 5 minigames for offline testing of a new slots game being developed at the company
- Successfully able to communicate bugs and engineering problems with my manager to progress in my work or seek help
- 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
- Effectively used Git, GitHub, Jira, and Slack to work with my team and participated in daily standup to be a great member of the team

Medtronic   Boston, MA
Software Engineering, Extended Reality Co-op   July 2023 - December 2023
- 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 to 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

Personal and Academic Projects

Ship of Sisyphus   August 2024
- Programmed the game with two friends using Unity and C#
- Created a system for procedurally generating a level, using an object-oriented approach, to make each playthrough of a round to feel interesting
- Developed an algorithm that determined when the player has lost a round to quickly return them to the next phase of the game

Finely Tuned (Video Game)   February 2024
- Developed the game with a friend using Unity and C#
- Programmed the game using object-oriented design, having minigame objects know when they have been completed as well as abstract similar code between certain minigame implementations into abstract classes, to avoid repeated code and create an extendable game
- Developed seven unique minigames systems that could each be used to make multiple minigame stages

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 that allowed the user to edit multiple images at once

Interests: WebGL and web development, CSS and html, Game development, Fencing, Drinking tea, Food, Running