

Noah Christensen

(661) 244-7912 • ChristensenRNoah@gmail.com • 25817 Lochmoor Rd. • Santa Clarita, CA 91355

Education

Bachelors of Science, **Computer Science**
University of California, Riverside

September 2016 – June 2020

Technical Skills+

- Languages: C++, C#, C, Java, HTML/CSS
- Software: Unity, Unreal Engine 4, Blender, MATLAB
- Computer Graphics class (ray tracing, shading, anti-aliasing)
- Artificial Intelligence class (classifiers, genetic algorithms, decision trees)
- Other notable classes: imbedded systems, virtual reality, data structures, and computer security

Projects

- **Games Portfolio:** <https://noahchristensen.github.io/>
- *Imbedded Invaders*
 - A game created for the UCR Imbedded Systems class using the C coding language. Based on the classic arcade game Space Invaders.
 - I was able use to the pixel-based layout and state diagrams in order to make a working game on simple hardware (e.g. Microcontroller, Nokia Display, joysticks, pushbuttons, breadboard).
 - Project Link: https://docs.google.com/document/d/1XsEwOXn_x7GUp7lgIQ-ALVCeMHCyK4_8860pu110yVc/edit?usp=sharing
- *Forest Run*
 - Game made for the UCR virtual reality class in Unity and tested with the Oculus rift
 - Collaborated in a team of three to make a continuous running style game. Used head tracking to dodge objects in the air and analog sticks (or WASD) to move the entire player and dodge objects on ground. Made extensive use of C# scripts, prefabs, and collision.
- *Project OYG*
 - A project Created in the Unreal 4 engine taking advantage of both Unreal C++ and Blueprints to create a real time RPG styled game
 - Blueprints were mainly used for visual component like the HUD/UI and animations, while code took on things like character abilities and combat (Hurtboxes, Poise, Stamina, etc). Project OYG also has its own models that I made in blender.
 - Code Link: <https://github.com/noahchristensen/UnrealProjectOYG>
 - Video Link: <https://www.youtube.com/watch?v=9ZKiAFZQgTM>

Work Experience

Construction Work

2016 - Present

Employer: Paul Christensen (Contractor)

- I execute various construction jobs (e.g. building fences, sanding out wood, painting, flooring) in a timely manner.
- Tasked with doing any contracted work on my own and learning on the fly. I provide insight and feedback to my employer.