Noah Eichler

Game Designer

Phone: (619) 456-5604
Email: eichlernoahj@gmail.com
Portfolio: noahe123.github.io

Skills

Tools
Unity, C#, Javascript, Git, Photoshop, Illustrator, Blender, FL Studio, Trello.

Techniques
Iterative design and playtesting, C# programming in Unity, prototyping, metagame analysis, and process documentation.

Growth Mindset
Inclined to ask questions, respectful of different thought processes, and accepting of criticism.

Experience

Private Math Tutor
Oct 2021 - PRESENT

- Subjects included: IB Math (Calculus), Basic Statistics, Honors Physics.
- Applied numerous communication and pedagogical practices to meet the unique needs and proficiency levels of students.

Awards

Why I Love 'You Will Not Beat This Game' Despite Thinking That It's Probably Right — *Forbes.com*

"A complicated ball of frustration and intrigue that proves a game's framing, its story, its aesthetics, can do as much to hook a player as beautiful graphics or a AAA budget."

UCSC Regents Scholarship
"Awarded in recognition of outstanding academic achievement." - UC Santa Cruz

Education

University of California Santa Cruz, Santa Cruz, CA — *Computer Science (Game Design)*
June 2020 - PRESENT

Games & Projects

You Will Not Beat This Game
Jul 2018 - Aug 2018

- "To be fair, I'm awful at platformers. But then, I'm not sure if this is a platformer—I can't get a grasp on the genre, nor the controls, but that's by design." - Forbes.com
- Devised and implemented three AI bosses with differing degrees of difficulty and gameplay perception.
- Visually designed levels in Photoshop and Illustrator.

Cloud Story
Feb 2022 - Present

- Used Unity to create an RPG with a quirky character interaction system.
- Applied playtests to guide architectural flow and reveal emergent player-environment interactions.
- Documented playtest feedback, design objectives, and gameplay iteration.
- Drew 3D pixel-art assets using Aseprite and a custom tool in Blender.
- Composed music, implemented adaptive SFX.

Ground (Out of) Control
July 2020

- Submission for the Game Maker's Toolkit Community Jam 2020.
- The player may use the game's music and sound effects to their advantage.

I have composed 150+ unique music tracks over the past four years— many of which were **team collaborations** for Nelward's Discord server.

I am always learning (and building) new tools for making videos, games, "shorts" of music, creative concepts, etc.

I spent one week researching and remastering the Nintendo DS game "Freakyforms", for the 2021 "Modernize" game jam.

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References

Jacob Daniel O'Neill
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Kristen Gillette
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