

Noah Eichler

Game Designer

Phone: (619) 456-5604

Email: eichlernohaj@gmail.com

Portfolio: noah123.github.io

Skills

Tools

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

Techniques

Playtesting and iteration, design documentation, Unity prototyping & scripting, metagame analysis.

Growth Mindset

Respectful of different ways of thinking, open to feedback, and willing to ask questions.

Experience

Private Math Tutor

Oct 2021 - PRESENT

- Subjects included: IB Math (Calculus), Basic Statistics, Honors Physics.
- Used multiple communication and teaching methods to accommodate students with different needs and skill levels.

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
- Designed and implemented 2 AI opponents with varying levels of game awareness and difficulty.
- 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.
- Created documentation on design goals, playtest feedback, and gameplay iteration.
- Created the 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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