Noah Presser

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EDUCATION

The University of Florida
University Honors Program
Major: Computer Science
Minor: Mathematics
GPA: 3.55/4.00

Graduation Date:
May 2017
Gainesville, FL

Relevant courses taken

- Data Structures, Operating systems, Virtual Reality, Brain Computer Interface (current)

SKILLS & QUALIFICATIONS

- Quick at picking up difficult concepts and learning new programming languages
- Extensive programming experience with C++, C#
  - Also familiar with Java, C, Html, Python, Javascript, SQL, Groovy
- Experience with developing applications and games in Unity and Unreal

WORK EXPERIENCE

Immersed Games Programmer – Spring 2015 - Fall 2015
(A startup company that creates educational video games located in Gainesville, FL)

- Worked with the Unreal Engine to develop a game
- Programmed various Back End components of a game in C++, specializing in AI
- Assisted in Front End Development using Blueprint visual coding
- Participated in game design meetings and decisions, and gained experience working in an Agile environment

Proprietary Software Engineer – Summer 2016
(A confidential project managed by a senior programmer)

- Worked in an Agile environment with Java, Gradle, and Groovy to develop an android plugin in IntelliJ

SpinCore Technologies Employee – Fall *2014*
(A company that manufactures and sells pulse generators located in Gainesville, FL)

- Learned about pulse generators and tested boards for proper functionality
- Worked in customer support by responding to emails and answering phone calls

PROJECTS

Pocket Capture Calculator – Summer 2016 - Present
(An android application I developed to aid Pokémon trainers on their quest to become a Pokémon Master)

- Developed with Unity, currently on the Google Play Store
- Gained experience in working with UI and UX

VR First Person Shooter Development – Summer 2016 - Present
(A project I work on in my spare time for fun and for practice)

- Allows me to realize my passion for creation and design
- Create challenging goals for myself and accomplish them
- Practice OOP and game design in Unity through designing efficient structures for enemies, weapons, and more

UF GRIP Programmer / Consultant – Spring 2016 - Present
(A group that works in designing robotic arms for children with malformed limbs)

- Write code to control robots with the goal of improving capabilities of those with limb differences
- Consult others on design of various robotic devices, and assist with the website

School related projects completed with Unity

- Virtual Reality – Spring 2016
  - Abstract art museum replicating work done by James Turrell
  - Drunk driving simulator
- Brain Computer Interface – Current
  - Competitive Virtual Reality Track Race powered by signals received from a BCI device (Interaxon Muse)