**Noah Presser**

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**EDUCATION**

**The University of Florida** Graduation Date:

University Honors Program May 2017

Major: Computer Science Gainesville, FL

Minor: Mathematics

GPA: 3.55/4.00

***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 available 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)