Noatak Post

noatak.post@gmail.com | 907-463-3661 | Tacoma, WA / Juneau, AK

LinkedIn | GitHub | Itch.io | https://noatakpost.com

I am a passionate game designer and programmer as well as an inspiring and energetic musician and educator. I have programming experience in C#, Java, Python, HTML, CSS, JavaScript, R, and C++, and I have utilized tools like Godot, Unity, Unreal, RStudio, and Git. I am excited about using software and music to tell stories that inspire.

Featured Projects

Dunk, *Group Project – Summer 2023*
Roles: *Gameplay / AI / Sound / Art* | Tools Used: *Godot, Git*
An atmospheric, first-person, horror game, with a 64×64 resolution, made for LowRezJam 2023.

Jig, *Group Project – Summer 2023*
Roles: *Gameplay / Sound* | Tools Used: *Godot, Git*
A rhythm-based, "Guitar Hero"-style, fishing mini-game, made for Fishing Game Jam 2023.

Multi-Dimensional Tic-Tac-Toe, *Solo Project – Fall 2022*
Tools Used: *Unity, C#, Git*
A twist on the classic game of Tic-Tac-Toe that makes the game more engaging to play and less likely to result in a tie with 3D and Multi-Dimensional game modes.

Leadership Roles

Creator/Director of the PLU Long-Form Game Jam, *August 2023 – Present*
Assembled programmers, artists, writers and other community collaborators to work together over a school year to create PLU's first game jam, with monthly showcase events and presentations from developers working in the industry.

Student Representative on the Orchestra Director Hiring Committee, *February 2023 – April 2023*
Appointed representative of the student perspective in the interview process for PLU's director of orchestral studies.

Relevant Work Experience

Computer Science Supplemental Instructor
Pacific Lutheran University | September 2023 – Present
Provided supplemental education by engaging with students in classes, hosting enriching weekly review sessions, and meeting with the professor to assess student progress.

Computer Science Student Researcher
Pacific Lutheran University | June 2023 – August 2023
Selected by faculty to research the potential of LLM's for decision making in open-ended environments.

Computer Science Teaching Assistant
Pacific Lutheran University | September 2022 – Present
Assisted students during computer science labs, answered questions, and acted as a secondary resource to the professor. Corrected programming labs assignments, checking for accuracy, original work, and code efficiency.

Education

Bachelor of Arts, Computer Science, *GPA: 3.75*
Pacific Lutheran University | *Graduation: December 2024*
Relevant Courses: *Data Structures, Algorithms, Objects and Design, Artificial Intelligence*

Bachelor of Music, Music Education, *GPA: 3.75*
Pacific Lutheran University | *Graduation: December 2024*
Relevant Courses: *Psychology for Teaching, Foundations of Learning, Orchestral Repertoire/Rehearsal*