

# Noatak Post

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<https://noatakpost.com> | [Itch.io](https://itch.io) | [GitHub](https://github.com) | [LinkedIn](https://www.linkedin.com/in/noatakpost)

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*