


# NOAH FISCHER

Programmer/Multimedia Specialist

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## SUMMARY

With over six years of experience as a multimedia specialist, and almost two years in Unreal Engine game development, I bring a rich blend of both creative vision and technical skills.

## SKILLS

### Programming Languages:

C++, Python, JavaScript, HTML, CSS

### Game Development Tools:

Unreal Engine 5

### Software/IDE Proficiency:

Rider, PyCharm, Visual Studio, GitHub, Photoshop, After Effects, Premiere Pro, Illustrator

## WORK EXPERIENCE

- |                   |   |                                    |
|-------------------|---|------------------------------------|
| Sep '23 - Present | <b>Game Programmer Contractor</b>   | <b>Upwork</b>                      |
|                   | Developed an FPS parkour game with complex movement mechanics, combat system, checkpoint and respawn system, three unique enemy types, menu including settings with DLSS, recorded and implemented audio, and created custom in-engine Python tools.                |                                    |
|                   | Developed an FPS zombie game using Unreal Engine 5. Designed a combat system with three unique weapons, enemy AI with unique behaviors and attributes, powerup and pickup system, puzzle and objective system, and unique atmospheric materials like water and fog. |                                    |
| Sep '23 - Dec '23 | <b>Unreal Engine Lab Instructor</b>   | <b>Vertex School</b>               |
|                   | Led 20+ students in weekly labs in Unreal Engine 5, focusing on C++ and Blueprint gameplay programming. Successfully assisted students in developing gameplay systems like combat, health, and inventory.   |                                    |
| Sep '22 - Present | <b>Multimedia Specialist</b>  | <b>Launch Family Entertainment</b> |
|                   | Develop and maintain live web page using JavaScript, HTML, and CSS displayed in all franchise locations.  |                                    |
|                   | Execute and edit video and motion graphics commercials, radio spot commercials, and photo graphics for online and printed marketing collateral distributed nationwide.  |                                    |
| Oct '21 - Jan '23 | <b>Multimedia Specialist</b>  | <b>Focus Forward Media</b>         |
|                   | Led team through all phases of commercial video production for local businesses and promotional social media videos for a popular food chain.   |                                    |

## PROJECTS

- |                   |   |                             |
|-------------------|---|-----------------------------|
| Jan '24 - Present | <b>"Battlequins"   Third Person Shooter</b>   | <b>Personal Project</b>     |
|                   | Developing a multiplayer TPS with 7+ weapons, complex character animation system with FK arms, multiple game modes, and lobby hosting.  |                             |
| Jan '24           | <b>"Sticky Situation"   Third Person Action Game</b>  | <b>Global Game Jam 2024</b> |
|                   | As lead programmer and sound engineer for my GGJ '24 team, I developed fully functional combat, enemy, wave, health, player animation, ammo, UI, and audio systems during this two-day event. |                             |

## EDUCATION

- |                   |   |  |
|-------------------|---|--|
| Apr '23 - Nov '23 | <b>Unreal Engine Game Development Program</b>   | <b>Vertex School</b>                                 |
|                   | Multifaceted training by professionals at this Authorized Unreal Learning Center. Gained proficiency in Blueprints, C++, Python Tool Creation, level design, material creation, character animation blueprints, and large landscape generation. |  |
| Apr '23 - Nov '23 | <b>Udemy</b>  |  |
|                   | Beginning C++ Programming - From Beginner to Beyond   |  |
|                   | Unreal Engine 5 C++ Developer: Learn C++ and Make Video Games   |  |
|                   | 100 Days of Code: The Complete Python Pro Bootcamp for 2023   |  |
| Aug '16 - Jun '20 | <b>B.S. Graphic Communication, Cum Laude</b>  | <b>California Polytechnic State University - SLO</b> |
|                   | Concentration in Web and Digital Media  |  |