# Noah D. Parker

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**OBJECTIVE:** To acquire a job in game design or computer science field.

**EDUCATION:** Rochester Institute of Technology, Rochester, New York 2014 - Present

Major: Bachelor of Science in Game Design and Development

Minor: Psychology Current GPA: 3.52

#### **EMPLOYMENT:**

<u>C-Print Product Development</u>, National Technical Institute for the Deaf June 2017 – August 2017 Worked as a Software Developer Intern on a website application game that allows captioners to build their C-Print captioning skills.

### Ritter Ice Arena, Rochester Institute of Technology

August 2015 - Present

Working as a rink guard and was promoted to student supervisor.

## Dun and Bradstreet, Malibu, California

June 2015 - August 2015

Worked as a technology intern working on a side project for the company. Programmed and designed an LED screen that displayed information about project builds that the company had.

#### **PROJECTS:**

### Chess AI, Personal Project

May 2016 - Present

Learned about different algorithms that would be affective for Chess, then implemented them into different AIs to play Chess. Build the Chess program to have easy implementation of AIs.

### Beta Rangers, Group Project

October 2016 – November 2016

This is a 4-player, PvP brawler, where you take the role of a Beta Ranger as you try to fight your fellow rangers. Each ranger has their own powers and skills that they can use to fight the other rangers. For this project, I was the manager and production lead and only programmed when I needed to.

### **SOFTWARE LANGUAGES:**

•	HTML, CSS, & Javascript	2014 - Present
•	C#	2014 - Present
•	C++	2015 - Present
•	Java	2010 - 2014

#### **AWARDS EARNED:**

<u>Dean's List</u> , Rochester Institute of Technology	Fall 2014 - Spring 2017
Getting over a 3.4 GPA	
Eagle Scout Award, Troop 149, West Linn, OR	July 2 <sup>nd</sup> 2014
Black Belt, Academy of Modern Martial Arts, Lake Oswego, OR	May 2013