

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 - 2018

Major: Bachelor of Science in Game Design and Development

Minor: Psychology

GPA: 3.5

EMPLOYMENT:

C-Print Product Development, 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 – May 2018

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:

Pawn to King, Personal Project

May 2016 - Present

Learned about different algorithms that would be affective for Chess, then implemented them into different AIs to play Chess. This project was ported from base C# to the Unity Engine.

Project Cyber B, Group Project

January 2018 – May 2018

This VR turn-based, team strategy game put the player in the action as they move through cyber space, moving their motion controllers to summon minions or attack the enemy directly. They must get the info and then get out.

SOFTWARE LANGUAGES:

- HTML, CSS, & Javascript
- C#
- C++
- Java

2014 - Present

2014 - Present

2015 - Present

2010 – 2014

AWARDS EARNED:

Dean's List, Rochester Institute of Technology

Fall 2014 - Spring 2018

Getting over a 3.4 GPA

Eagle Scout Award, Troop 149, West Linn, OR

July 2nd 2014

Black Belt, Academy of Modern Martial Arts, Lake Oswego, OR

May 2013