

Noah D. Parker

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OBJECTIVE: To acquire an internship/Co-op or job.

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:

Ritter Ice Arena, Rochester Institute of Technology
Working as rink guard and at the front desk.

August 2015 - Present

Dun and Bradstreet, Malibu, California

June 1st 2015 - August 15th 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 - Current
I looked into different algorithms that could be used for Chess and learned about them. I then implemented these algorithms into different AIs and looked at how well they played Chess.
- 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:

- C++ 2015 - Present
- C# 2014 - Present
- HTML, CSS, & Javascript 2014 - Present
- Unity 2016 - Present
- Java 2010 – 2014

AWARDS:

Dean's List, Rochester Institute of Technology
Getting over a 3.4 GPA

Fall 2014 - Spring 2016

Eagle Scout Award, Troop 149, West Linn, OR

2 July 2014

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

May 2013

References given upon request