

Noah Saldaña

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I am a senior at Washington University in St. Louis majoring in Computer Science. I have approached design from every angle as a constant participant in the Architectural Design Process highlighted at my summer positions at NuVu Studios. I believe I have exactly the strong foundation and passion about design and development that you are seeking.



Check me out on the app store

Education

Washington University in St. Louis,
McKevley School of Engineering:
Candidate for Bachelor of Science

Graduation: May 2020

Major: Computer Science

Skills

Languages (Proficient): C#, Swift

Languages (Familiar): C++, C, Javascript, Java, Python, PHP, SQL

Design : Arudino, Fusion360, Xcode, D3

Build: Rhino, Unity, Prusa3D

Other: Git

Relevant Coursework

Video Game Programming I/II

Mobile Application Development

Rapid Prototype Development and Creative Programming

Intro. to Object Oriented Programming

Introduction to Visualization

Analysis of Algorithms

Work Experience and Internships

Studio Instructor

NuVu Studios

Jul 2017 - Aug 2019

- Helped teach and guide middle and high school (8 – 17 years old) students in collaborative engineering projects within the design framework.
- Taught children a range of team-building and technical skills within an engineering thought process such as laser cutting, 3D printing, the design model.
- Projects ranged from Aerial Filmmaking to Drone Assembly and RC Cars.
- Gained experience on new age technologies, including Video Game Development in AR and Self-Driving Cars.

Teaching Assistant - Video Game Programming

Washington University in St. Louis

September 2019 - Present

- Helped teach the core aspects of a Video Game Developer's toolkit.
- Students work in Unity and C# to create 2D games.
- Guided students through weekly assignments and semester-long game projects in weekly office hours catered to their needs and development.

Teaching Assistant - Rapid Prototype Development/Creative Programming

Washington University in St. Louis

June 2018 - August 2018

- Promoted using web development as an in-class vehicle for developing skills in rapid prototyping.
- Students acquired the skills to build a Linux web server in Apache, to write a website from scratch in PHP, to run an SQL database, to develop modern web applications in client-side and server-side JavaScript and other wide-reaching technical development skills.

Major Projects

MTGM - Magic The Gathering Manager

Use the QR Code to the left to find it on the App Store

Jul 2019 - Present

- A life tracking app for the card game: Magic the Gathering. Made using Xcode and Swift.

FoxTrot

<https://github.com/saldanan1/FoxTrot>

Jan 2019 - Present

- A 2D Puzzle Platforming game with a unique twist. Made using Unity and C#.

Awards

Student Winner of Social Impact Award

Core77 Design Awards - <http://bit.ly/2mt3a4t>

Jun 2016

- Award won for the Skills Vest: a vest aimed at helping children with Cerebral Palsy to practice their fine motor skills.
- Core77 Design Awards celebrate the richness of the design profession and its practitioners