

Experience

Freelancer

Feb 2020 – May 2021

- Amazon Seller IT Support.
- Amazon Listing optimization and Inventory management.
- Website backend IT Support, custom coding, and design.
- Responsible for updating and reporting on Amazon, Shopify, and eBay stores.
- Utilizing spreadsheets to update prices for products.

Revature – Associate Software Engineer

Revature, Morgantown, WV

Jul 2020 – Nov 2020

- Developed backend of applications using Java, Hibernate, and Spring.
- Utilized Mackito to test systems layer independently from DAO layer.
- Implemented HTML, Bootstrap, CSS, JavaScript, and TypeScript for frontend development.
- Utilized Selenium to automate web applications.
- Utilized Postman for endpoint testing in the backend of applications.

Full Sail University – Game Producer

Full Sail University, Winter Park, FL

Sep 2019 – May 2020

- Produced for online and campus game design bachelor students that needed guidance.
- Created video and written feedback for game builds to help give teams direction on what to do next with their game.
- Assisted with code, design, and task management to help improve the overall direction of the teams I oversee.
- Established team meetings and stand-ups to keep track of what everyone is doing and keep people accountable.
- Issued code freezes days before turn in dates to make sure games are functional and bugs are minimal.

NASA Game - Game Designer (Unity Engine)

Full Sail University, Winter Park, FL

Nov 2018 – Mar 2019

- Designed and scripted multiple mini-games for NASA prototype.
- Designed mini-game design document.
- Worked inside a developer’s class to make mini-games.
- Filled out art request forms.
- Participated in daily stand-ups.

Personal Info

Phone

423-598-1645

Email

Noahwhite323@hotmail.com

LinkedIn

www.linkedin.com/in/noah-white0

Skills

Microsoft Word

Microsoft Excel

Google Sheets

Draw.io

Google Drawings

Perforce

Trello

Jira

GitHub

Java

Education

Full Sail University

Master of Science

Game Design

2019 - 2020

Full Sail University

Bachelor of Science

Game Design

2017 - 2019

A Lonk Between Worlds Prototype (Unity Engine)

Orbis, Winter Park, FL

Jul 2019 – Aug 2019

- Designed two unique levels with puzzles and combat.
- Designed sword and bow.
- Design and scripted shield with the dot product.
- Created multiple unique AI.
- Scripted variety of puzzle mechanics.
- Scripted save and load system.

Void Prototype(Unity Engine)

Sep 2019 – Oct 2020

- Designed variable height jump for player movement.
- Utilized Linear algebra to make the jump mechanic.
- Designed dash mechanic.
- Implemented grab mechanic.
- Fixed issue with depth perception for players in a 3D space.
- Implemented respawn system for player.
- Designed UI Layout.
- Improve movement of jump by utilizing Time.DeltaTime to make the jump frame independent.

O.R.B.Y Prototype – Level Designer (Unity Engine)

Jun 2019 – Jul 2020

- Created level two for group project.
- Implemented IPM and IPMT for players to build experience based on how well they know the mechanics and have an enjoyable experience at the same time.
- Utilized and implemented flipping platform system created by developers.
- Implemented art assets from Game Artists to improve the scenery of the game.
- Utilized GitHub for version control software.

Nova – Level Designer (Unity Engine)

April 2019 – May 2020

- Utilized IEnumerator and coroutine functionality to create a weapon box that randomly rotates weapons at a certain speed then stops.
- Implemented system for a variety of weapons for the player to have access to.
- Utilized 3D Recasts to implement a depth system for how many enemies a bullet can hit before it despawns.

Awaras and Honors

2017 Creative Minds Scholarship

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