

NOAH PERLOFF

Game Designer, Tester,
and Programmer

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napgames.net

New York, NY

SKILLS

Unity 3D

GameMaker Studio 2

Pico-8

PC, Mac game development

Mobile game development

C#, Java, Lua, GML, Python

VR and AR

Audio design

Music composition

Communication

Project management

Attention to detail

Interpersonal relations

ABOUT ME

Hi, my name is Noah. I am a game designer looking to utilize my skills as best I can to create fun and meaningful games. Throughout the last 10 years, I have worked on games both independently, and as a team. I am incredibly passionate about game design and hope to bring joy to as many people as I can through my work.

WORK EXPERIENCE

Animal House – Programmer, Game Designer, QA Tester

Fall 2019 - Present

- Action-RPG made in GameMaker Studio 2, developed for PC, Mac, and Mobile. Animal House was originally my capstone project at NYU.
- Release set for 2022.
- Designed and programmed unique RPG combat system and organized/managed contributors to the project.

PlayOnHolo – Design Intern

Summer 2018

- Design intern for augmented reality (AR) mobile fitness apps.
 - Created and tested app features, UI, and hardware accessories for AR programs.
 - Assisted in branding and creating pitch presentations.
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EDUCATION

New York University

Class of 2020

- Bachelor of Fine Arts in Game Design
- Combined Math and Computer Science Minor
- Deans list student throughout all four years
- 3.8 GPA