NOAH FISCHER

Unreal Engine Developer

🌐 noahfischer.net
✉ noahthegamedeveloper@gmail.com
📞 8185992778
○ github.com/noisfischer
📍 Providence, USA
in /in/noah-fischer

SUMMARY

With over six years of experience in film and video editing, I bring a rich blend of technical skills and creative vision to gameplay programming. My skillset extends to Unreal Engine 5 Blueprints, C++, Python, and a suite of design and development tools, enabling me to craft fun and engaging game experiences. Passionate about integrating my video editing background and graphic communication skills, I strive to create immersive, visually compelling content that enhances gameplay and storytelling.

SKILLS

Programming Languages:
C++, Python

Game Development Tools:
Unreal Engine 5, Gaea

Software/IDE Proficiency:
Rider, PyCharm, Visual Studio, GitHub, Photoshop, Illustrator, After Effects, Premiere Pro, DaVinci Resolve

JOB EXPERIENCE

Sep '23 - Dec '23 — **Unreal Engine Lab Instructor** — **Vertex School**
Led 20+ students in weekly labs in Unreal Engine 5, focusing on level design, landscape creation, material editing, and programming. Successfully assisted students in developing unique gameplay and environmental features showcased in their final projects.

Sep '22 - Present — **Content Creator** — **Launch Family Entertainment**
Execute and edit video commercials, radio spot commercials, and photo graphics for online and printed marketing collateral distributed nationwide. My video commercials were broadcast on NBC sports during playoff season and on ESPN for March Madness Final 4.

Oct '21 - Dec '23 — **Video Editor** — **Gravity.video**
Lead video editor and motion graphics artist for corporate, event, and medical practice commercials and advertisements nationwide.

Oct '21 - Jan '23 — **Director of Photography** — **Focus Forward Media**
Led a team in creating commercial video projects through all stages of production. The company gained more clients who had seen the new video projects I led.

PROJECTS

Jan '24 - Present — **"Sticky Situation" | TPS Action Game** — **Global Game Jam 2024**
As lead programmer and sound engineer for my GGJ '24 team, I developed fully functional combat, enemy, wave, health, player animation, ammo, UI, and audio systems during this two-day event. Continuing development with a team of artists for a future, polished release.

Jul - Nov 2023 — **"Breakaway - System Malfunction" | FPS Action Platformer**
Programmed advanced parkour, combat, checkpoint, instant respawn systems, and unique enemy types. Developed UI for HUD, settings and menus, recorded and implemented audio for enemies, and created useful Python tools to optimize my workflow.

Apr - Jul 2023 — **"Outbreak" | First-Person Zombie Shooter**
Programmed a weapons system, developed multiple enemy types with unique attributes, implemented powerups and ammo pickups, and designed two interactive puzzles. Designed engaging and easily modifiable materials like holograms, water, and moving fog.

EDUCATION

Apr '23 - Nov '23 — **Unreal Engine Game Development Program** — **Vertex School**
Developed two polished game demos within 6 months. Gained proficiency in Unreal Engine 5 Blueprints, C++ and Python APIs, audio implementation, level design, landscape creation, material creation, and behavior trees.

Apr '23 - Nov '23 — **Udemy**
Beginning C++ Programming - From Beginner to Beyond

Unreal Engine 5 C++ Developer: Learn C++ and Make Video Games

100 Days of Code: The Complete Python Pro Bootcamp for 2023

Aug '16 - Jun '20 — **B.S. Graphic Communication, Cum Laude** — **California Polytechnic State University - SLO**
Concentration in Web and Digital Media