

NOAH FISCHER

Game Developer | Multimedia Specialist

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SUMMARY

Gameplay and UI Engineer specializing in Unreal Engine with a background in videography and photography. I bring a unique ability to bridge the gap between technical programming and creative artistry, fostering collaboration between engineering and art teams. I enjoy tackling complex technical challenges and delivering features that enhance both the playability and the visual impact of a game.

SKILLS

Programming Languages:

C++, Python

Game Development Tools:

Unreal Engine 5

Software/IDE Proficiency:

Rider, PyCharm, Visual Studio, Perforce, GitHub, Photoshop, After Effects, Premiere Pro, Illustrator

WORK EXPERIENCE

- Jul '24 - Present

Gameplay and UI Engineer

Refactor Games

Developed an AI system with designer-facing parameters for rapid gameplay balancing and iteration.

Built tools for isolating and testing individual gameplay mechanics, streamlining designer workflows.

Designed and configured a cross-platform input system with customizable control schemes.

Refactored and expanded the project's UI framework, documenting standards that empowered artists to create new widgets efficiently.

Onboarded new hires, mentored interns, and delegated tasks to support team growth and productivity.
- Sep '23 - Jul '24

Unreal Engine 5 Lab Instructor

Vertex School

Conducted biweekly lab sessions for 20+ students, teaching fundamental programming principles and their application in game development using Unreal Engine 5.

Mentored students in Unreal Engine 5, teaching gameplay programming from Blueprints to C++ and guiding them in building player characters, AI systems, and developer tools.
- Sep '23 - Jul '24

Game Programmer Contractor

Upwork

Collaborated with a team to develop a first person parkour game, contributing to advanced movement mechanics, a combat system, and checkpoint and respawn systems. Played a key role in designing and implementing audio assets and developer tools to streamline in-engine workflows.
- Sep '22 - Jul '24

Multimedia Specialist

Launch Family Entertainment

Designed, developed, and maintained a live webpage displayed across all franchise locations nationwide. Ensured optimal performance and regular updates to reflect current branding and promotional content.

Produced and edited high-quality video and motion graphics commercials for online platforms and in-location displays.

Recorded and mixed radio advertisements with engaging scripts and sound design, ensuring high-quality audio production for targeted marketing campaigns.

Captured and edited photo assets for online marketing and print collateral, including promotional banners, posters, and brochures.

EDUCATION

- Apr '23 - Nov '23

Unreal Engine Game Development Program

Vertex School

Completed intensive Unreal Engine 5 training at an Authorized Unreal Learning Center.
- Apr '23 - Nov '23

Online Courses

Tom Looman's Professional Game Development in C++ and Unreal Engine

Udemy - Unreal Engine 5 C++ Developer: Learn C++ and Make Video Games
- Aug '16 - Jun '20

B.S. Graphic Communication, Cum Laude

California Polytechnic State University - SLO

Concentration in Web and Digital Media