

# NoteSmith

/\*-----\*/

```
Mission mis = "Knowledgeable programmer with a keen eye for design && player experience";
Email email = "me@nwlsmith.com"; Website port = "nwlsmith.com";
Location loc = ( Brooklyn, NYC ); Phone num = ( 617, 838, 6731 );
```

## /\*----- Experience -----\*/

```
Industry( Role UI_Programming_Intern, Studio Impeller_Studios, Date (June, Sept, 2020) );
Industry.Data = {
    [ "Created interactive UI elements seen by thousands of users every time they play." ],
    [ "Operated remotely via Slack with 20+ industry veterans across multiple continents." ],
    [ "Contributed to daily sprint meetings using Agile framework." ],
    [ "Wrote detailed design documents && programmed 8 new systems from scratch in C++." ],
    [ "Coded automation tools for easy expansion of my work using Structs && DataTables." ],
    [ "Built upon a large 6+ year old code base in Unreal Engine 4." ];
Teaching( Role Instructor, Company Einsteins_Workshop, Date (Sept.2018, Aug.2019) );
Teaching.Data = {
    [ "Designed && taught a new curriculum on Game Development in Unity for students
    ages 12-13, incorporating design, code, art, sound, && level design." ],
    [ "Composed thorough course design documents for future instructors of my program." ],
    [ "Redesigned && taught after-school class on 3D-Printing using BlocksCAD." ],
    [ "Assisted other educators conduct courses on robotics, coding, && game modding." ];
```

## /\*----- Projects ( 2020 ) -----\*/

```
Portal_1.5 = { Lead_Programmer, "Clone of Portal series mechanics recreated in Unity" };
OnTheEarthShift = { Sole_Programmer, "Bizarre aliens control Earth, gameplay like Reigns"
    "Made ScriptableObject framework to automate event creation." };
INK = { Sole_Developer, "Tattooing Simulator", "Complex rotation movement
    && LineRenderer drawing, Screenshotting, fleshed out GUI." };
```

## /\*----- Skills -----\*/

```
Languages = { C, C++, C#, Python, Java, JavaScript, JQuery, PHP };
Engines = { Unity, Unreal_Engine_4, Godot };
Management = { Agile_Development, Git, Management_Pipeline };
Personal = { "Works well in Individual && Team Settings", "Active Communication" };
```

## /\*----- Education -----\*/

```
School[2] = { School[1] = {
    Name = New_York_University, Name = Johns_Hopkins_University,
    Location = New_York, NY, Location = Baltimore, MD,
    Date = 2019, 2022, Date = 2016, 2018,
    Major_1 = Game_Design.BFA, Major = Computer_Science.BS,
    Major_2 = Computer_Science.BS, GPA = 3.51 };
    GPA = 3.939 };
```