

NOAH VONK

Game Developer

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📍 Regina, SK

🌐 <https://linktr.ee/noahvonk>

SUMMARY

Computer Science student at the University of Saskatchewan. Expected to graduate April 2024. 3+ years experience as an educator for youths learning basic coding skills and 4+ years working as a game developer both collaboratively and independently.

PROFESSIONAL EXPERIENCE

Game Developer | Melcher Studios

May 2023 - Present
Regina, SK

- Responsible for designing and integrating new features into new and existing projects.
- Collaborating with others or individually to troubleshoot, debug, and patch issues on new and existing projects.
- Polishing and enhancing game feel.
- Assisting project director in determining the feasibility of new projects and features.
- Using graphic design applications to create UI elements and placeholder sprites.
- Running quality assurance testing following agile practices.
- Building websites and react applications.
- Creating new games from the ground up for large clients with quick turnaround times.

Educator | Code Ninjas

Mar 2020 - Aug 2023
Regina, SK

- Created long and short form camp curriculums for the Regina location as well as created camp programs for the official Code Ninjas company-wide curriculum.
- Participated in community outreach programs offering coding classes to children who would not otherwise have access to computers.
- Facilitated a fun and engaging environment in which to encourage and challenge students interested in learning basic computer science skills.

Coach | Sask E-Sports

Jul 2022 - Apr 2023
Regina, SK

- Responsible for coaching teams and developing the leadership and collaboration skills of players.
- Practiced conflict resolution and mediation between players to ensure fair compromises and gameplay.
- Analyzed game play to create game strategies and help players improve their performance.

EDUCATION

B. Sc in Computer Science | University of Saskatchewan

Sept 2020 - April 2025
Saskatoon, SK

Bachelor's degree in computer science and a computing certificate. Officially obtained my certificate, finishing my degree while gaining full time work experience.

B. Sc in Computer Science | University of Regina

Sept 2018 - Apr 2020
Regina, SK

Transferred to University of Saskatchewan in the fall of 2020.

SKILLS

Programming

C · C++ · C# · Python · Java · JavaScript · HTML · CSS · PHP

Game Development

Godot · Unity · GameMaker2 · Unreal Engine 5

IOS Development

XCode · App Store Connect

Digital Art/Design

Revit · Maya · Blender · Photoshop · Illustrator · Premiere Pro

Web Development

HTML · CSS · JavaScript · WordPress

Operating Systems

Mac OS · Unix · Linux · Windows

STRENGTHS

Interpersonal Skills

Practiced conflict resolution and mediation, comfortable working in groups as both a leader and dependent.

Detail Oriented

Can manage time efficiently with multiple tasks. Experience analyzing programs to spot errors.

Life-long Learner

Always looking for new opportunities to learn and build on existing skills. Able to grasp new concepts quickly and not afraid to ask questions.

Versatile

Wide variety of skills that prove useful when dropped into any situation. Enabling useful team discussions, ability to work with many codebases and overall increased production.

ACHIEVEMENTS

Ludum Dare 54 & 56 | 2023/24

Competed in two game jams bolstering my knowledge and development speed.

RoodyMental | Melcher Studios | 2024

Contributions included building a combat stage, item store, weapon modifications, UI and UX, polish and tracking, debugging and patches.

Coo D'état | U of S | 2023

Producer and Team Lead of a group of 15. Aided in programming and artistic requirements.

Risk of Geometry | U of S | 2022

Acting Team Lead. Assisted in programming and artistic requirements.