NOAH VONK
Game Developer

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📍 Regina, SK
🔗 https://noahvonk.dev

SUMMARY

Game Developer at Melcher Studios. Graduated from the University of Saskatchewan in 2024. 3+ years experience as an educator for youths learning basic coding skills and 4.5+ years working as a game developer both collaboratively and independently. Willing to relocate to Vancouver, British Columbia. Open to in-person, remote and hybrid work options. Willing to travel in hybrid positions outside of Vancouver and Regina.

PROFESSIONAL EXPERIENCE

Game Developer | Melcher Studios
May 2023 - March 2025
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 such as Rogers, SaskEnergy and SaskTel with quick turnaround times.
- Worked on core systems and functions that are pulled into all of our projects.
- Pushed agile practices within the company to allow for better project management and workflow.

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.
- Created video tutorials for students to follow on my YouTube channel here.

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 2024
Saskatoon, SK

Obtained my bachelor's degree in computer science. Worked on completing my degree while gaining full time work experience.

SKILLS

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

Game Development
Unreal Engine 5 · Unity · Godot · GameMaker2

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 with many codebases and overall increased production.

GAMES

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.