Noah Vroman

Gameplay programmer

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PROJECTS

Feb 2024 – Jun 2024

Blow it, *CO-OP puzzle game with 2 special characters* 🔗
Full development cycle of a Unity game with 1 other programmer and 2 artists. Key contributions included developing a blow and charge system, researching and implementing various Unity features such as UI components, and designing engaging puzzles.

Feb 2024

Drift Shop, *A cart racing game where you have to get a list of groceries* 🔗
Gamejam made in Unreal Engine 5 with the help of 3 programmers and 1 artist. Helped develop a unique drifting cart experience and also made the ragdolls
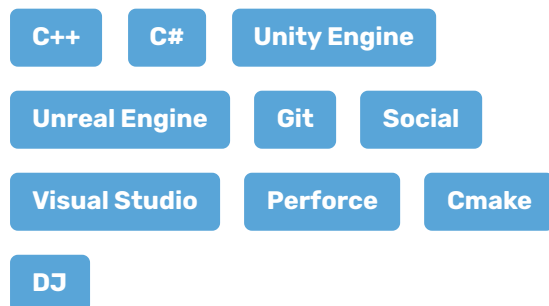
PROFESSIONAL EXPERIENCE

May 2023 – present

DJ/Producer, *Self Employed*
Since 2023, I've been a self-employed DJ, performing across Belgium. Specializing in a range of genres, I've played at clubs, and private events. Running my own business, I handle all aspects from booking and promotion, constantly learning new things and expanding my reach. Becoming a DJ has taught me alot of things such as good communication and more...

Sep 2024 – Aug 2024

Community Manager, *Howest Esports*
I was responsible for building, managing, and engaging with a community of gamers online, but sometimes in-person as well. I help foster engagement, address issues or concerns, and ensure that the community remains active and positive.

EDUCATION

Sep 2021 – present

Bachelor's in Game Development, *Howest Digital Arts and Entertainment* 🔗
DAE is recognized as the world's leading sports development university. It has given me many practical and successful experiences. I learned the basics like modeling, textures, and game design. Moved into more advanced areas such as graphics engines and AI algorithms. I learned how to program in C++. DAE has two main group projects. and dealing with many personal challenges. Including developing my own Vulkan engine and making many other games.

SKILLS

`C++` `C#` `Unity Engine`

`Unreal Engine` `Git` `Social`

`Visual Studio` `Perforce` `Cmake`

`DJ`

SOFT SKILLS

`Communication` `Flexibility`

`Active Listening` `Stress resistant`

`Teamwork` `Adaptability`

`Problem Solving` `Critical Thinking`