

Noam Weiss • Unity3D Game Programmer

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- Self-taught in C++ / C#, Unity JavaScript
- Currently working with the Unity3D engine under C# and JavaScript
- Familiar with SQL and NoSQL databases, PHP, Perforce, Photon networking
- Some experience developing for iOS
- Knowledge of Maya, Mudbox, and Photoshop

My goals are to continually learn and grow my skills and experience, while contributing directly to the development of entertaining and engaging computer and video games.

My passion is for gameplay and AI, but I wear whichever hats, wigs, and other headgear are necessary to help a project along.

Employment:

Aug 2013-present	Rocketeer Games, LLC	Lead Engineer
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Projects:

2014-present	Red Crucible: Firestorm	Rocketeer Games
2013-2014	(Unannounced Title)	Rocketeer Games
2012-13, 2014-	BattleSheep Tournament	Independent
2013-present	FLomm (iOS)	RGS / S. Mehallo

Education:

2009-2013	Art Institute of California, Sacramento	BS in Game Art and Design
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Past Employment:

2009-2013	Walmart	Electronics Sales Associate
2007-2008	Apple	Technical Support Analyst
2006-2007	Intel	Technical Support Analyst