Noah Doub

Game Developer · Music Producer · Software Engineer · Web Developer

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Obsessed with building, creating, and perfecting everything I work on. I'm a Game Developer, Music Producer, and Software Engineer with a passion for solving problems, pushing limits, and doing things the right way. I take pride in delivering high-quality work — quickly, efficiently, and done right the first time.

Skills

Game Development — Unity, GameMaker Studio 2, Unreal Engine, C# Scripting, GML (GameMaker Language), Blueprint Visual Scripting (Unreal), Game Systems Architecture, Level Design & World Building, UI/UX Design, Asset Integration & Optimization, Collision & Physics Systems, Animation Implementation, Cutscene Scripting, Rapid Prototyping, Performance Optimization, Bug Testing & Debugging, and Version Control (Git)

Programming Languages — C#, Java, C++, GML, Python, HTML, CSS, and JavaScript

Software & Tools — Visual Studio, IntelliJ IDEA, Git & GitHub, Audacity, FL Studio, OBS Studio, Visual Studio Code, Windows OS, Command Line Tools (PowerShell, Git Bash), and Screen Recording & Editing Software

Web Development & Tech — HTML & CSS, JavaScript, PHP, · Responsive Web Design, DNS Management, Website Hosting & Deployment, Cloudflare, GUI Site Editors, and UI/UX Principles

Soft Skills — Leadership & Team Management, Creative Problem Solving, Relentless Work Ethic, Project Ownership Mentality, Strong Communication, Rapid Learner, Resilience Under Pressure, Obsessive Attention to Detail, Results-Driven Mindset

Projects

Any Color You Like, *Lead Developer, Game Designer* ↗   2024 — 2024
A fast-paced arcade style game inspired by retro games like Pac-Man. Designed to be instantly fun but but challenging to master.
- Focus on responsive controls, addictive gameplay loops, and vibrant visuals.
- Prioritized gameplay feel over graphical complexity.
- Available to play on noahdoub.com ↗ for free.

Captured Echoes,   2020 — 2024
Lead Developer, Game Designer, Programmer ↗
A story-driven 2D adventure game developed in GameMaker Studio 2 over five years. Focused on world building, rpg mechanics, and an interesting narrative.
- Built from scratch, iterating through 5 major redesigns.
- Programmed core systems, level design, and UI/UX.
- Available to play on noahdoub.com ↗ for free.

TSA Unreal Engine Game,   2022 — 2022
Lead Developer, Level Designer, Environment Artist
3D exploration and creature collecting prototype game built in Unreal Engine for a TSA Game Design competition.
- Focused on high graphic quality environments across Grass, Desert, and Snow biomes.
- Explored advanced graphical techniques and asset optimization.
- Unreal Engine, optimized for desktop play due to advanced graphics and scale.

noahdoub.com, *Web Developer, Game Publisher, Site Owner*   2021 — present
Designed and built my personal online portfolio to showcase my games, music, and projects to the world.
- Integrated browser-playable games.
- Embedded music, videos, and interactive elements.
- Managed DNS, Hosting, and Server Configuration.
- Set up my own server to host files.

Professional Experience

Harris County School Board, *Web Development Intern*   2023 — 2024 | Hamilton, GA
- Worked with the school board to design, build, and maintain Finalsite websites for the entire school system.
- Created custom elements, optimized pages, and embedded interactive content.
- Communicated consistently with management to ensure progress alignment and technical clarity.
Skills Used: Finalsite CMS, HTML, CSS, Web Design, Client Communication, Team Collaboration

HCHS CS Academy, *Computer Science Intern*   2023 — 2024 | Hamilton, GA
- Designed and built websites for local businesses to improve their online presence.
- Developed internal software tools for school sports teams to track stats and performance.
Skills Used: Web Development, HTML, CSS, Software Development, Client Work, Team Leadership

Dollar General, *Keyholder*   2022 — 2024 | Fortson, GA
- Balanced school, game development, and leadership responsibilities while managing daily store operations.
- Oversaw store opening/closing, register operations, and inventory management.
Skills Used: Leadership, Customer Service, Multitasking, Time Management

KIA Assembly Plant, *Robotics Intern*   2023 — 2023 | West Point, GA
- Operated and programmed Fanuc industrial robots in a high-speed manufacturing environment.
- Gained practical experience with PLC programming, HMI systems, and robotic automation workflows.
- Worked within factory safety protocols and technical constraints.
Skills Used: Fanuc Robotics, PLC Programming, HMI Systems, Industrial Automation

HCHS TSA, *Game Design Team Captain*   2021 — 2025 | Hamilton, GA
- Led a competitive Game Design team through multiple state events.
- Managed project schedules, delegated roles, and ensured delivery of playable games on deadline.
- Coordinated programming, design, and testing efforts across the team.
Skills Used: Game Design Leadership, Project Management, Team Collaboration, Programming, Problem Solving

HCCMS TSA, *Microcontroller Project Leader*   2021 — 2022 | Hamilton, GA
- Developed an Arduino-powered educational learning device, winning the 2021 TSA Middle School National Competition.
- Programmed device logic in C# and Arduino C.
Skills Used: Arduino Development, Microcontroller Programming, Hardware Prototyping, C#, Teamwork

Education

Bachelor of Science in Computer Science,   2025 — present | Atlanta, GA
Georgia State University
- Pursuing a Bachelor of Science in Computer Science
- Planned Coursework: Software Engineering, Game Programming, Data Structures & Algorithms, Web Development, Cybersecurity, Artificial Intelligence
- Active member of PantherDev — Georgia State University's Game Development Organization
- Participating in game jams, coding workshops, and collaborative development projects through PantherDev
- Focused on expanding skills in Game Development, Full-Stack Software Engineering, and Technical Leadership

High School Diploma — Computer Science Pathway,   2021 — 2025 | Hamilton, GA
Harris County High School
- GPA: 3.8
- Completed Computer Science Pathway
- Relevant Coursework: AP Computer Science Principles, AP Computer Science, Cybersecurity, Web Design, Game Design, College Networking
- Team Captain of TSA Game Design Team (2021 — Present)

Certificates

Microsoft Office Specialist — Word 2019 Associate

NOCTI Certification — 2nd highest grade in my class

References

Collin Starrett, *Student,* Harris County High School
"Noah is always working toward more. I don't think I've seen someone who can get knocked down and keep going as easily as he does. His determination is unmatched. Even when he faces setbacks, he always finds a way to move forward."

Tate Williams, *Student,* Harris County High School
"Noah's like the Lil B of programming." (Lil B is an eccentric, ambitious rapper who utilized social media to its fullest and became an Internet-age celebrity, please see https://en.wikipedia.org/wiki/Lil_B for more)

Caleb Campbell, *Student,* Harris County High School
"I've known Noah for a minute, and he's got a drive I don't see in a lot of people with talent. He's tenacious with his interests and will grind something out until it fits his wants. It's that determination and curiosity you don't see often"