NOAH DOUB

COMPUTER SCIENCE STUDENT | **SOFTWARE ENGINEER** | **GAME DEVELOPER**

Atlanta, GA | Portfolio | GitHub | LinkedIn

PROFILE

Georgia State University computer science student with hands-on experience building and debugging games, websites, and software. Combines gameplay programming and iterative problem-solving with team leadership, clear communication, and a track record of taking collaborative projects from unstable prototypes to showcase-ready releases.

EDUCATION

B.S. in Computer Science | Georgia State University | Atlanta, GA | 2025-Present

TECHNICAL SKILLS

Languages: C#, Java, C++, Python, GML, JavaScript, PHP, HTML, CSS

Engines & Platforms: Unity, GameMaker Studio 2, Unreal Engine, Arduino, Fanuc robotics, HMI/PLC

Tools: Git/GitHub, Visual Studio, VS Code, IntelliJ IDEA, PowerShell, FL Studio

SELECTED PROJECTS

Soul Knife | Main Programmer, VGDev | 2026

- Joined mid-development and helped take an unstable, unplayable GameMaker Studio 2 project to a stable dungeon-crawler release for the team showcase.
- Built core procedural dungeon-generation, enemy-placement, and collision-handling systems.

PantherDev Knockout | Programmer, PantherDev | 2026

- Developed camera, stages, menus, and visual effects in Unity; implemented dynamic Cinemachine framing, two-player keyboard controls, and particle effects.
- Built a stage-select menu from a Figma prototype and fixed menu issues to improve the play experience.

GrooveKeeper | Programmer & Beatmapper, PantherDev | 2026

- Mapped songs across three difficulty levels and refined timing and patterns in response to team feedback and playtesting.
- Contributed to the level manager that starts levels and loads mini-boss and boss scenes.

EXPERIENCE

Vice President (2026-Present) & Outreach Officer (2026) | PantherDev, Georgia State University

- Coordinate club operations, officer and team-lead communication, member engagement, and large-scale events; promote the organization across campus and online.
- Guide team leads through development and review game pitches and design documents, helping teams strengthen concepts before review.

Retail Keyholder | GameStop | 2025-2026

- Open and close the store, manage cash operations and security, and support customers with tailored game, console, and accessory recommendations.
- Handle trade-ins, pre-orders, and memberships; earned store-record Pro sales while maintaining an organized sales floor.

ADDITIONAL EXPERIENCE

Web Development Intern | Harris County School Board | 2023-2024

- Contributed pages, site elements, and embedded content to new Finalsite websites for the school system; kept management informed of progress.

Computer Science Intern | HCHS CS Academy | 2023-2024

- Built websites for local businesses and software tools for school sports teams, collaborating with fellow volunteers to deliver community-focused solutions.

Game Design Team Captain | HCHS TSA | 2021-2025

- Led a student game-design team, tracked schedules and development issues, and coordinated work to deliver competition projects on time.

Robotics Intern | Kia Assembly Plant, West Point | 2023

- Gained hands-on exposure to industrial automation, including Fanuc robot operation and programming and introductory HMI/PLC programming.

Keyholder | Dollar General | 2022-2024

- Supported daily store operations, customer service, stocking, register work, and training new hires while balancing school commitments.

Webmaster & Independent Developer | noahdoub.com | 2021-Present

- Build and maintain a personal portfolio for games and creative work, including playable browser-based projects and links to music and video.

SELECTED ACHIEVEMENTS

- Helped create an Arduino-based children's learning device that won the 2021 TSA National Competition; contributed hardware and C# software as Microcontroller Team Leader.
- Georgia Governor's Honors Program Computer Science semifinalist; multiple Georgia TSA state event wins.
- NOCTI certified.

ADDITIONAL PROJECT EXPERIENCE

Tower Quest | Gameplay Programmer, PantherDev | 2025 - Implemented player movement, menus, a timed jump-height power-up, and high-score/game-over systems; contributed bug fixes and integrated audio and art.

Captured Echoes | Independent Game Project | 2020-2024 - Developed a story-driven 2D adventure in GameMaker Studio 2, focusing on world-building, RPG battles, and narrative design.