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# NOAH STUMPF

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## PROGRAMMING EXPERIENCE

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C#, C++, JAVA, PYTHON, PHP,  
HTML, JAVASCRIPT, LINUX

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## EXPERIENCE

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### GAMEPLAY PROGRAMMER/ CRIMSON NIGHTS

Sep 2015 – Jan 2017

Released Steam 2D Dungeon Crawling Game with a team of 30. I programmed basic AI, Mini Boss AI, and Boss AI. I also programmed enemy spawning for 3 game modes: Crawl, Survival, and Bosses. I collaborated on bug testing and fixing as well. We used Agile Development and Scrum.

### IT INTERN/ UAT IT

Jan 2017-Aug 2017

I updated websites, participated in software problem solving, and practiced hardware problem solving and installation.

### AUTONOMOUS TEST OPERATOR/ UBER ATG

Sep 2017-June 2018

I operated, verified, and validated self-driving vehicle platforms, Advanced Driver Assist Systems, as well as other software and hardware systems. This was accomplished through hands on interaction, detailed reporting, and QA in a scrum environment

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## EDUCATION

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### Bachelor of Science in Game Programming

|Sep 2014- May 2017|

### Bachelor of Science in Computer Science

|Sep 2014-May 2017|

University of Advancing Technology

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## PERSONAL PROJECTS

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### Web Development

I host and edit three websites: noahstumpf.com, audreymcevoy.com, and whiskeredaway.com. I used free templates to create these websites and then edited them through HTML, CSS, and JavaScript.