

Noatak Post

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<https://noatakpost.com> | <https://granitebouldergames.itch.io/>
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I am a passionate game designer and programmer as well as an inspiring and energetic musician and educator. I have programming experience in C#, Java, Python, HTML, CSS, JavaScript, R, and C++, and I have utilized tools like Godot, Unity, Unreal, RStudio, and Git. I am excited about using software and music to create inspiring experiences.

Featured Projects

Upstream, *Group Project – Summer 2024*

Roles: *Programmer / Designer / Composer / Writer* | Tools Used: *Godot, Git*

A physics-based platformer with a minimalist control scheme where the player controls a salmon trying to return home.

ConductVR, *Group Project – Fall 2023 – Spring 2024*

Roles: *Programming / Design / Sound* | Tools Used: *Godot, Git*

A virtual reality application where users can collaboratively learn and practice the art of conducting an orchestra.

Dunk, *Group Project – Summer 2023*

Roles: *Gameplay / AI Design / Sound / Art* | Tools Used: *Godot, Git*

An atmospheric, first-person, horror game, with a 64×64 resolution, made for LowRezJam 2023.

Jig, *Group Project – Summer 2023*

Roles: *Gameplay / Sound* | Tools Used: *Godot, Git*

A rhythm-based, “Guitar Hero”-style, fishing mini-game, made for Fishing Game Jam 2023.

Multi-Dimensional Tic-Tac-Toe, *Solo Project – Fall 2022*

Tools Used: *Unity, C#, Git*

A twist on the classic game of Tic-Tac-Toe that makes the game more engaging to play and less likely to result in a tie with 3D and Multi-Dimensional game modes.

Relevant Work Experience

Software Engineer Intern

Microsoft | Summer 2024

Applied engineering principles to solve complex problems through sound and creative engineering. Quickly learned new engineering methods and incorporated them into work processes.

Computer Science Supplemental Instructor and Teaching Assistant

Pacific Lutheran University | September 2023 – Present

Provided supplemental education by engaging with students in classes, hosting enriching weekly review sessions, and meeting with the professor to assess student progress. Acted as a second resource for students during lab sessions.

Computer Science Student Researcher

Pacific Lutheran University | June 2023 – August 2023

Selected by faculty to research the potential of LLM’s for decision making in open-ended environments.

Education

Bachelor of Arts, Computer Science, GPA: 3.75

Pacific Lutheran University | Graduation: December 2024

Relevant Courses: *Algorithms, Objects and Design, Artificial Intelligence, Robotic Agents, Computer Graphics*

Bachelor of Music, Music Education, GPA: 3.75

Pacific Lutheran University | Graduation: December 2024

Relevant Courses: *Psychology for Teaching, Foundations of Learning, Orchestral Repertoire/Rehearsal*