

NOAH BURKHOLDER

CONTACT

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PROGRAMMER AND DESIGNER

A lifelong history in fine arts as a symphony violist, and a decade of impassioned computing experience makes me a flexible and reliable team worker.

My strengths lie as an interface between artistic and technical teams and creatives. I have significant competencies in most creative fields, which I use to bridge design, technical, and artistic perspectives.

I am currently spending my free time studying machine learning, technical game art, and contemporary piano music.

EXPERIENCE

SOFTWARE DEVELOPER - VIRTRO ENTERTAINMENT

SEPTEMBER 2017 - AUGUST 2018

- designed VR mechanics around game-feel and player comfort
- co-authored company documentation for VR design and C#/Unity
- specialized in technical art implementation and script optimization
- operated as senior technical authority for diverse Unity projects
- led team porting 'The Station' to PSVR / Oculus Rift / HTC Vive
- brought PSVR / Oculus / Steam title 'Run Dorothy Run' to stores
- headed two-week redesign of 'Zombie Donuts' for Mobile VR
- prototyped VR game mechanics for players with disabilities
- offered inter-team technical and design consultancy
- gave workshops on real-time rendering and script optimization
- represented Vistro at industry events and conferences
- documented weekly playtesting sessions to receive feedback

SOFTWARE

C# / Java

HTML / CSS

MySQL / PHP

HLSL / CG

Unity Engine

Git / Mercurial

Maya / 3DS Max

Adobe Creative Suite

Node.js / React

Google Sketchup

Solidworks

Ableton Live

HOBBIES

- singing acapella!
- coding neural networks!
- composing piano music!
- doing voiceover work!
- balcony gardening!
- baking bread!

EDUCATION

SIMON FRASER UNIVERSITY

FALL 2014 - ONGOING

- majoring in Interactive Arts & Technology (SIAT)
- academic focus on human-computer interaction and media arts
- Dean's Honour Roll (Spring 2016)