

# NOAH DECAMBRA \ GAME DESIGNER

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## SKILLS

**PROGRAMMING LANGUAGES:** C#, C++, Unreal Visual Blueprint

**SOFTWARE:** Unity, Unreal Engine, Autodesk Maya, Blender, Adobe Suite (Photoshop, Illustrator, Lightroom), GitHub

## GAME DEVELOPMENT EXPERIENCE

### COMBAT SYSTEMS ENGINEER \ PHASE 4

January 2024 - May 2024

- Designed modular combat systems, including a state-driven attack controller & attack creation system using Unity's Scriptable Objects.
- Collaborated with the multiplayer engineer to ensure combat systems aligned with network requirements for smooth implementation.
- Hosted playtests & used feedback to refine animation delays, attack timing, damage, & speed for balanced combat.
- Created 12+ stylized VFX using Visual Effect Graph & particle systems, balancing visual quality & performance.

### LEAD TECHNICAL & AI DESIGNER \ FIGHT OR FLIRT

September 2023 – January 2024

- Led & directed a 5-member team, utilizing the Scrum Framework to establish project milestones, roles, meetings, & documentation for the project deadline.
- Created all 3D models & levels with Maya, also using the Unity particle system for all VFX.
- Designed sous-like player controller featuring an input handler system & an event queue for fluid combos.
- Designed challenging AI bosses & implemented them with a custom modular state machine.
- Conducted weekly playtests to refine gameplay experience to ensure balanced mechanics.

### LEAD TECHNICAL & GAME DESIGNER \ OVERGROWN

January 2023

- Led an 8-member team during the Global Game Jam, establishing project milestones, roles, & efficient meeting schedules.
- Designed top-down player controller focusing on slow-paced gameplay with a cooldown dash ability, & flamethrower as the primary weapon.
- Created UI dialogue system to enhance the narrative through in-game notes.
- Collaborated with level designers, writers, artists, & fellow programmers to achieve an eerie & immersive gameplay experience.

### TECHNICAL & AI DESIGNER \ TINY BRAWLERS

March 2022

- Designed an immersive farming village environment, integrating destructible objects strategically to aid the player in combat against enemies.
- Created a versatile player controller to walk, run, jump, & shoot to destroy or move objects, & defeat enemies.
- Implemented a health system including the player, enemies, & destructible objects.
- Created Unity terrain-based Nav Mesh for AI: patrol, player detection, & attack when the player is in range.

## WORK EXPERIENCE

### CASHIER & DELIVERY DRIVER \ PA'IA GELATO

June 2024 - Present

### PREP COOK → LEAD LINE COOK \ FRESHIES

Summer of 2021 - 2023

### DISHWASHER → PREP COOK \ KULA BISTRO

December 2020 – February 2021

### FARMER & CASHIER \ OKO'A FARMS

June 2020 – August 2020

- Past job experiences included fundamentals of high-intensity fast-paced teamwork & consistent communication.
- Directed as a line cook in my most recent role, managing team positions & status to progress product delivery at a constant rate.

## EDUCATION

### BACHELOR OF SCIENCE IN GAMES & EMERGING MEDIA

May 2024

Marist College, Poughkeepsie, New York

## AWARDS

### Marist College Dean's List

2021, 2022, 2023, 2024

### Foundational C# with Microsoft

October 2023