

NOOR J. AMIN

GAME DESIGNER

Portfolio noor-j-amin.com
Email noorjain23@gmail.com
Linkedin linkedin.com/in/noor-amin

EDUCATION

The University of Chicago

9.2019 – 6.2023

BS | Neuroscience

BA | Game Design

GPA: 4.0/4.0, Honors, *summa cum laude*

AWARDS

2026 | GamesBeat Rising Star Finalist

2025 | IGDA Next Gen Leaders Cohort

2025 | Amplifying New Voices Scholarship

2024 | BAFTA Connect Member

2024 | Game Devs of Color Scholarship

2023 | The Game Awards Future Class

2023 | AIAS DICE Scholarship

2023 | Black Voices in Gaming Scholarship

2022 | Phi Beta Kappa Junior Inductee

2022 | Activision Blizzard Women in Games

2022 | Biological Sciences Divisional Honors

2022 | Student Marshal

SPEAKING

2026 | gamescom dev, Speaker

2025 | Brown-RISD BetterWorld x Design, Speaker

2025 | LTA Championship, Dev Meet & Greet

2024-25 | Game Devs of Color Expo, Speaker

2024 | Game UX Summit, Speaker

2024 | Black in Gaming Fest @ GDC, Panelist

PUBLICATIONS

Lonnie Chien, Yudai Tanaka, **Noor Amin**, Jas Brooks, Pedro Lopes: *Increasing Input Accuracy of Embodied Devices via Electrical Muscle Stimulation*. CHI Conference on Human Factors in Computing Systems 2026.

Jas Brooks, **Noor Amin**, Pedro Lopes: *Taste Retargeting via Chemical Taste Modulators*. User Interface Software and Technology, Association for Computing Machinery 2023.

EXPERIENCE

Riot Games

Senior Game Designer, League of Legends

4.2026– Current

- Working on something secret!

Game Designer II, League of Legends

9.2024 – 4.2026

- Design Lead of *The Demon's Hand*

- Systems designer for *ARAM: Mayhem*

Game Designer I, League of Legends

6.2023 – 9.2024

- Architected and scripted new player co-op experiences to lift early retention by 7%

- Established frameworks for highest-monetizing cosmetic tier features (Transcendent/Exalted)

- Adapted battle pass and mission systems to seasonal content cadence

Wizards of the Coast

Associate Game Design Intern, EXODUS

9.2022 – 12.2022

- Independently scripted functionality, enemy reactions, and balancing for 4 ranged weapons

- Collaborated with VFX artists/sound designers to implement 7 player abilities and progression paths

Electronic Arts

Technical Game Design Intern, Battlefield 2042

6.2022 – 9.2022

- Researched and implemented 6 featured modes using proprietary logic editor for Seasons 1-3

- Collaborated with external design team to develop 4 modes with a one-week turnaround time

- Implemented attachments, tuning schemes, and UI in-engine for 10+ weapons and vehicles

Babaroga

Game Design Intern, Five Nights at Freddy's: Security Breach [Credit]

10.2020 – 6.2021

- Implemented inputs and haptics in UE4 for 2 game modes and 16 minigames

- Designed character AI logic for 3 boss battles