

NOOR J. AMIN

GAME DESIGNER

Portfolio

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EDUCATION

The University of Chicago

9.2019 – 6.2023

BS | Neuroscience

BA | Game Design

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

AWARDS

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 | Women in Games Ambassador

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 + ENGAGEMENT

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

SKILLS

Hextech Engine

Unreal Engine/C++/Blueprints

Unity/C#

Frostbite

Blender/Maya

Figma

Perforce/Git

CURRENTLY PLAYING

BAPBAP

EXPERIENCE

Riot Games

Game Designer II, League of Legends

9.2024 – Current

- Design Lead of *The Demon's Hand*
- Systems designer for *ARAM: Mayhem*
- Working on something secret!

Game Designer I, League of Legends

6.2023 – 9.2024

- Architected and scripted new player co-op experiences to lift early retention by 7%
- Scripted core mechanics for *Tournament of Souls* and *Jinx Fixes Everything* metagames
- 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