

NOOR J. AMIN

GAME DESIGNER

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EDUCATION

The University of Chicago

9.2019 – 6.2023

BS | Neuroscience

BA | Game Design (Honors)

GPA: 4.0/4.0, *summa cum laude*

AWARDS

BAFTA Connect Member | 2024

Game Devs of Color Scholarship | 2024

The Game Awards Future Class | 2023

DICE Scholarship | 2023

Women in Games Ambassador | 2023

Black Voices in Gaming Scholarship | 2023

Phi Beta Kappa Junior Inductee | 2022

Activision Blizzard Women in Games | 2022

Biological Sciences Divisional Honors | 2022

Student Marshal | 2022

Dean's List | 2019-23

SPEAKING

FutureFest: Gaming & Tech Summit | 2024

Game Devs of Color Expo | 2024

Black in Gaming Fest @ GDC | 2024

PROGRAMS

Unreal Engine/C++/Blueprints

Unity/C#

Frostbite

Hextech Engine

Blender/Maya

Adobe Creative Suite

Figma

Perforce/Git

Jira/Confluence/Miro/Notion

CURRENTLY PLAYING

Balatro

Teamfight Tactics

EXPERIENCE

Game Designer, Riot Games

6.2023 – Current

League of Legends

Associate Game Design Intern, Archetype Entertainment (Wizards of the Coast)

9.2022 – 12.2022

EXODUS

- Independently scripted functionality, hit reactions, and balancing schemes for 4 ranged weapons
- Collaborated with VFX artists and sound designers to implement 7 player abilities and upgrade paths

Technical Game Design Intern, Ripple Effect (Electronic Arts)

6.2022 – 9.2022

Battlefield 2042

- Researched, documented, and implemented 6 featured modes using proprietary logic editor
- Collaborated with external design team to develop 4 modes with a one-week turnaround time
- Implemented attachments, tuning schemes, and UI in-engine for various weapons and vehicles

Game Design Intern, Prism

10.2021 – 3.2022

Unannounced Title

- Created Unity prototypes, UX mockups, and documentation for mobile biofeedback game
- Led communications and playtests with potential customers and investors

Game Design Intern, Babaroga

10.2020 – 6.2021

Five Nights at Freddy's: Security Breach [Credit]

- Led semiweekly gameplay and UX reviews for minigames to align with franchise goals
- Leveraged quantitative user feedback to pitch novel mechanics/characters to Steel Wool Studios
- Designed/implemented input controls and haptics in UE4 for two game modes and 16 minigames