

# NOOR J. AMIN

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## EDUCATION

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### **The University of Chicago**

BS | Neuroscience, Game Design  
Expected Graduation | June 2023  
GPA: 4.0/4.0

Phi Beta Kappa | 2022

ABK Women in Games Scholarship | 2022

Student Marshal | 2022

Quad Faculty Research Grant | 2021-22

Robert Maynard Hutchins Scholars | 2019-21

Dean's List | 2019-21

Grace Hopper Celebration Grant | 2020-21

Neuroscience Metcalf Grant | 2021

## PROGRAMS

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Unreal Engine

Unity

Arduino

Blender/Maya

Adobe Creative Suite

Perforce

Jira/Confluence/Miro/Notion

Figma

Google Analytics

Firebase

## LANGUAGES

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C++/Blueprints

C#

JavaScript

HTML/CSS

R

Python

## CURRENTLY PLAYING

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Dreamscaper

Battlefield 2042

## EXPERIENCE

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### **Technical Game Design Intern, Ripple Effect (Electronic Arts)**

6.2022 – 9.2022

### **Game Design Intern, Prism**

10.2021 – 3.2022

- Collaborated with a cross-disciplinary team to develop mobile game controlled by breathing
- Created Unity prototypes, UX mockups, and documentation for 3 game modes

### **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
- Maintained documentation for PS5 and PC platforms to facilitate interdisciplinary collaboration

## RESEARCH

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### **XR Research Assistant, Human-Computer Integration Lab**

10.2021 – 6.2022

- Co-author on upcoming article on dietary intervention device using chemical modulators
- Developed electrical stimulation device for non-invasive force rendering in XR

### **VR Research Assistant, Mason Lab**

6.2021 – 3.2022

- First author on upcoming publication on accessibility standards for gamers lacking somatosensation
- Designed touch-free input control overlay with custom biometric calibration for existing VR games