

NOOR J. AMIN

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EDUCATION

The University of Chicago

BS | Neuroscience, Game Design

Graduation | June 2023

GPA: 4.0/4.0, *summa cum laude*

Women in Games Ambassador | 2023

Game Developers of Color Scholarship | 2023

Black Voices in Gaming Scholarship | 2023

Phi Beta Kappa | 2022

Activision Blizzard Women in Games | 2022

Biological Sciences Divisional Honors | 2022

Student Marshal | 2022

Dean's List | 2019-22

Grace Hopper Celebration Grant | 2020-22

Harper Award for Exceptional Performance | 2021

Robert Maynard Hutchins Scholarship | 2019-21

PROGRAMS

Unreal Engine 4/5

Unity

Frostbite

Arduino

Blender/Maya

Adobe Creative Suite

Perforce/Git

Jira/Confluence/Miro/Notion

Figma

LANGUAGES

C++/Blueprints

C#

JavaScript/HTML/CSS

R

Python

CURRENTLY PLAYING

Death Stranding

Street Fighter V

EXPERIENCE

Incoming Game Designer, Riot Games

6.2023

League of Legends

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

9.2022 – 12.2022

Unannounced Title

- 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