

# Noah R. Bowden

noahrbowden@gmail.com (434) 960 6114 noahrbowden.com

## Relevant Software Skills:

*Instructed & Self Taught*

- ~ 3 years or more
  - 3DS Max
  - Photoshop, Illustrator
  - Google Drive
  - Unity
- ~ 1 year
  - Maya
  - JIRA
  - Unreal Engine
  - MotionBuilder

## Experience and Accomplishments:

### Eastridge Workforce Solutions Supporting Epic Games

*Game QA Tester (Contract) | 2019-Present (Formerly with Volt Workforce Solutions)*

- Informing the game development process for **Fortnite** by investigating issues, writing bug reports, managing test cases, and working with Desktop, Console, and Mobile platforms

### Minosh Digital

*Co-Founder & Artist | 2015-Present*

- Co-founded independent game development company and created art and sound assets:
  - **Over My Dead Pixel**, a retro shooter game that uses screen space as ammunition:  
[https://store.steampowered.com/app/1039470/Over My Dead Pixel/](https://store.steampowered.com/app/1039470/Over_My_Dead_Pixel/)

### E3 College Game Competition

*Animator & GUI Artist | 2018*

- Created senior capstone game with a small team to represent George Mason University at E3, and placed as a top 5 Finalist out of 500 national submissions:
  - **Turbolance**, a motorcycle jousting party game: <https://www.turbolancegame.com/>

### Virginia Serious Game Institute

*Quality Assurance Intern | 2018*

- Assisted in prototyping educational services and simulations, including:
  - **Zephyr**, a drone piloting training simulation
  - **Scryb**, an online livestreaming class service

### Mason Game and Technology Academy

*Teaching Assistant | 2018*

- Helped mentor game development workshops for students, including:
  - 3D Animation, involving modeling, texturing, rigging, and animation process
  - Virtual Reality, involving creating a playable VR demo for Android

### George Mason University

*Undergraduate Student | Expected Graduation: 2020*

- Bachelor of Fine Arts Degree for Computer Game Design