

# Noble Woods

## Technical Game Designer

Hi! I'm Noble, a game designer with a background in interaction design, and a passion for bringing game worlds to life. I previously worked on mixed reality and social VR at Microsoft for 7+ years.

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## Experience

**Technical Designer II** Aug 2018 - Apr 2022

 Microsoft

Designed the latest UX / UI for AltspaceVR, improved event discovery and creation, and contributed to various projects.

**Prototyper I - II** Feb 2015 - Aug 2018

 Microsoft

Created VR prototypes exploring new designs and interactions for the Windows Mixed Reality platform.

**Interaction Designer** Nov 2014 - Feb 2015

 Microsoft (Contract)

Developed AR prototypes to evaluate design proposals for the HoloLens and Windows Holographic Shell.

**Research Scientist** Sep - Nov 2014

 UW Animation Research Labs

Worked on a Unity tool to assist animators during production. Explored using depth cameras to create facial animations.

**Web Designer** Aug - Sep 2014

 Freelance

Designed and built (in Squarespace) two websites for Metro Auto Rebuild and RNR Automotive Refinishing.

## Education

**Bachelor of Interaction Design**

 University of Washington

2010 - 2014

## Skills

### Design

Game, UX & UI, Content, Interaction, Visual, Systems, Level, Web, World Building, Sketching

### Development

Prototyping, Gameplay Programming, C#, Technical Art, 3D Modeling, Animation, Virtual Reality, 3Cs

## Tools

### Primary

Unity, Blender, Figma, Photoshop, Illustrator, Substance Painter, Visual Studio, Notion

### Secondary

Webflow, Maya, GitHub, Azure DevOps, Procreate, Unreal Engine