

Noah W. Calderwood

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Game Designer

Create Game design, narrative development, and system mechanics to create immersive experiences. While identifying and swiftly resolving challenges through collaboration with other teams. Focused on delivering a unique and immersive experience. Focused on delivering a creative, unique experience while providing a well-polished design.

EXPERIENCE

Lead Game Designer

Void Knight

Jan 2025 –Present

Responsible for leading the design of core gameplay mechanics, the narrative structure, and player interactions.

- Collaborated with a team made of Artists and Programmers
- Oversaw Design Documentation
- Developed a Choice base Narrative Structure

Game Designer

Shadow Sight

Feb 2025

Designed core game mechanics, level design layouts, and audio for a 48-hour Game Jam

- Collaborated with a team of artists, programmers, and designers to develop a functional game
- Oversaw level design and audio implementation.
- Work with other designers to create and refine core gameplay mechanics.

EDUCATION

Associate of Applied Science
Digital Gaming & Simulation for Artist

Houston Community College Expected
Fall 2025

SKILL/SOFTWARE

Skills

Game Design
Level Design
Creative Writing
Progression systems

Project Management Software

Jira, Trello

Game Engine Software

Unreal, Godot

Art Design/Modeling Software

Affinity, Adobe Illustrator,