

# NOAH BELL

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## Education

### Tufts University

Sep. 2021 – May 2025 (expected)

Bachelor of Arts in Computer Science, Minor in Motion Graphics

Medford, MA

Relevant Coursework: Animation II, Graphic Design, Character Animation, Game Design

GPA: 3.94

### Doshisha University

Jan. 2024 – April 2024

Study Abroad Program in Japanese Language Immersion

Kyoto, Japan

## Technical Skills

**Design Tools:** Adobe Suite (After Effects, Photoshop, Illustrator, Premiere Pro), Figma, Unity, Blender, Procreate

**Programming Languages:** Python, C++, C, C#, HTML/CSS, JavaScript, L<sup>A</sup>T<sub>E</sub>X

**Technologies/Frameworks:** Linux, React.js, GitHub

## Experience

### Motion Principles

May 2023 – August 2023

Motion Graphics & Animation Intern

New York, NY

- **Field Work:** Acquired hands-on experience with industry-standard animation software and gained exposure on set
- **Autonomy:** Entrusted with leadership roles on key professional projects and provided unique opportunities for direct collaboration with senior creative directors from Chanel and Prada
- **Precision:** Used motion graph editor in Adobe After Effects to make pixel perfect adjustments to campaign videos.

### Tufts University Teaching Assistant

January 2023 – Present

Game Design

Medford, MA

- **Instruction:** Facilitate discussions, provide constructive feedback to students on their projects, and assist teams outside the classroom with engine bugs and git conflicts
- **Initiative:** Learned Unity Netcode and built easily digestible tutorials for students to design online multiplayer games
- **Planning:** Organize class activities, including workshops and playtests, to enhance understanding of design principles.

### Evercore Partners Inc.

May 2022 – August 2022

IT Intern

New York, NY

- **User-centric Design:** Built interactive client dashboards using Qlik Sense Hub to elevate the data literacy of 120 dense and interconnected spreadsheets
- **Problem-solving:** Researched optimization solutions to address urgent infinite recursive call between datasets
- **Analytical Thinking:** Utilized set expressions to optimize complex datasets into digestible visualizations

### Freelance Motion Graphics

May 2020 – Present

Fiverr, Social Media

New York, NY

- **Client Interaction:** Work closely with 150+ loyal clients on Fiverr, YouTube, X(Twitter), Twitch, and Instagram (audiences ranging from 1K to 1M followers) to develop their personal platforms
- **Communication:** Built and maintain a personal E-commerce platform using React.js to display past work and contact clients using a realtime chat program

## Projects

### Chanel Premiere Ad Campaign | After Effects

July 2023

- Collaborated with senior animators to develop storyboard concepts that integrated with the campaign narrative.
- Conducted quality assurance and aspect-ratio adjustments to adhere to strict brand guidelines.

### Indie 3D Platforming Game | Unity, C#, Netcode Development

December 2022

- Modeled and optimized all environments, baked lighting, and designed intuitive UI interfaces.
- Spearheaded a team of 5 developers to build a game from conception to release while learning the software.
- Developed core physics systems, programmed character movement, and implemented online server lobbies.

## Other Skills

Spanish (Conversational), Japanese (Conversational)