Noa Schneider

Technical Designer / Technical Artist

Portfolio: NoaSchneider.com
In: Noa Schneider

Profile

Unreal Technical Designer / Technical Artist focused on designing and building playable spaces, from the core mechanics and level layout to the systems, materials, and assets behind them. Taking features from idea to implementation.

Education

BFA in Game Art 2023-2026
Gnomon, Los Angeles California

Professional Experience

3D Art Intern: December 2025 - January 2026
Wicked Fox Games, Seattle, Washington

- Built a stylized 3D background for the Pinup Poker game project
- Produced all assets including modeling, texturing, shader development, and lighting
- Collaborated cross-discipline and provided 3D guidance to team member

Experience

Delivery at Dusk Project: September 2025 - May 2026
Capstone Project

- Designed and built a complete gameplay space from blockout to final.
- Implemented gameplay systems and level scripting using Unreal Blueprints
- Developed procedural tools (PCG, Houdini) to accelerate level & art iteration
- Integrated level design and environment art to support gameplay flow and narrative
- Applied composition, lighting, and scale to guide player movement and readability
- Created modular architectural kits to support flexible and scalable environments

Contact

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Approach

- Focused on the full pipeline from design to implementation, shaping how an experience should feel and creating whatever is necessary to bring it to life.
- Designs and prototypes mechanics and systems to create engaging experiences for the player.
- Designs spaces that integrate gameplay flow, readability, and environmental storytelling
- Builds environments that reinforce core gameplay pillars and player experience goals
- Uses environment art fundamentals (composition, lighting, scale) to guide player behavior
- Develops procedural and modular systems that allow design and art to iterate in parallel
- Collaborates effectively in feedback-driven environments with strong communication and shared ownership

Tools & Technologies

Game Engines

- Unreal Engine

Art & Content Creation

- Maya
- Zbrush
- Substance Painter & Designer
- Photoshop / Illustrator
- Marmoset Toolbag

Procedural / Technical

- UE Blueprints
- Houdini
- Speedtree
- Gaea
- MEL / Python

Source Control

- Git Hub
- Perforce