

Howard “Bailey” Atwood

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EDUCATION

North Carolina State University, Raleigh, NC

2017 - 2021

Bachelor's Degree in English with a Concentration in Creative Writing & Minor in Psychology

SKILLS

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|---|--|-----------|
| — Unreal Engine, its Blueprint Visual Scripting System, and the Unity Engine. | — Adobe Creative Suite | — JIRA |
| — Python, C#, Java, HTML, CSS | — Microsoft Office Suite <ul style="list-style-type: none">○ MOS Expert for Word | — Zendesk |
| — 3D Modeling, Rigging, and Animation in Blender. | — Google Workspace | — Tableau |
| | — Amazon Workspace | — Slack |

PROFESSIONAL EXPERIENCE

Data Management Analyst, TEKsystems, Raleigh, NC

Mar 2024 - Oct 2024

Verified and ensured that data entries were accurate, ensuring correct person-address associations within BASF's system. Quickly adapted to a new system interface and collaborated with a team to enhance proficiency and efficiency.

Quality Control Analyst, Apex Systems, Raleigh, NC

Sept 2022 - Oct 2023

Conducted comprehensive reviews on content moderators to ensure adherence to the Trust & Safety policies provided by the client. Also provided reports of errors and feedback to the individual agents and their respective leads.

Senior Safety Consultant, Apex Systems, Raleigh, NC

June 2022 - Sept 2022

Provided customer support through the use of a ticketing system, assisting in username changes and resolving issues. Acted as a go-to expert on third-party client policies.

Content Moderator, Apex Systems, Raleigh, NC

July 2021 - June 2022

Collaborated with a third-party client to moderate user-generated graphic and offensive content including child sexual abuse material (CSAM) across various formats, including text, audio, images, video, and live media, such as video game submissions. In addition, utilized chat and video conferencing tools to detect inconsistencies in policies and current patterns in content moderation.

Production Team Member, Q'STRAIT, Oakland Park, FL

Nov 2020 - Jan 2021

Demonstrated proficiency in producing assembly kits according to work orders and documentation while ensuring quality through careful item packaging and production progress tracking.

Video Editor Intern, Moduluc, Durham, NC

Nov 2019 - Jan 2020

Produced engaging visual content for social media and collaborated with cross-functional teams to develop and execute effective media strategies.

PROJECTS

Transfusion (2022-Present): VR Arena Fighter made in Unreal Engine 5 with Blueprints - 8-person team

- Composed music according to gameplay needs, desired emotion, and design influences.
- Modeled and textured weapons and items in adherence to the desired visual style.
- Designed visual effects using Unreal Engine's Material system.

Game Jams:

- Cosmic Jousting (2023) - 3D Arcade Shooter in UE with Blueprints - **Composer** ([Link](#))
- PizzaTime (2022) - 3D Arcade Game using C# - **Composer/Sound Designer** ([Link](#))
- Relationships & Repair (2020) - 2D Puzzle Game using C# - **3D Modeler/Writer/Composer** ([Link](#))
- Meme Messenger (2020) - 2D Mobile Game using C# - **UI Designer/Composer/Writer** ([Link](#))
- Scare Maze (2020) - 3D Stealth Game using C# - **3D Modeler/AI Programmer** ([Link](#))

HONORS

Video Game Development Club, North Carolina State University

2017 - 2021

- Branding Officer (Editing and uploading workshops to YouTube)

2020 - 2021

Boy Scouts of America

2005 - 2021

- Rank of Eagle Scout in addition to Bronze, Silver, and Gold Eagle Palms