

TANESSA HOWARD

661-483-8415 | T.NESSAHO@OUTLOOK.COM | PORTFOLIO

OBJECTIVE Seeking a game design position where I can develop my scripting and design skills to actively influence the development of interactive experiences
Available May 2024

EDUCATION

Game Design & Development BS Rochester Institute of

Technology

Rochester NY | Expected Graduation 2024

RIT Trustee Scholarship for transfer students with exceptional academic records

Classes of Note

- Game Dev & Algorithm Problem Solving (c#),
- Data Structures & Algorithm Games & Simulations (c++)
- Experience Design Games & Media (UI/UX)
- Foundation of Interactive Narrative
- Interactive Media & Dev (Unity)
- 2D/3D Asset & Animation Production (Maya)

Graphic Design BS - Incomplete

University of Nevada Las Vegas

Las Vegas NV | 2019 - 2021

SKILLS

Programming Languages

C#	JavaScript
C++	HTML
CSS	GSC

Tools

Visual Studios	GIT
Maya	InDesign
Photoshop	Unity
Illustrator	Jira
Axure	Fresco
PerForce	ClipStudio
Twine	Paint

CONTACT

Portfolio

<https://people.rit.edu/trh5520/Portfolio/index.html>

LinkedIn

<https://www.linkedin.com/in/tanessa-howard-98605621b/>

Alt. Email

howardTanessa@gmail.com

WORK EXPERIENCE

Game Design Intern | COD MWII Multiplayer

ABK Infinity Ward | Austin TX | May 2023 - August 2023

- Implemented in-game data collection for game analytics
- Designed and implemented challenges/DMZ missions using GSC and dev-tools
- Hooked-up micro-transactional vehicle and operator skins
- Fixed and reported bugs to other teams
- Designed and tested a new perk/player ability
- Provided feedback to the UI team regarding front-end layouts

Student Wellness Ambassador

RIT Health Promotions | Rochester NY | Aug. 2021 - Present

- Promote physical and mental health care amongst RIT's student body by facilitating fun and engaging events

PROJECTS

Chicago Nights

Prototype Game | Rochester NY | Team 4 | April 2023 - May 2023

- Team Lead and Narrative Designer for a 2D murder mystery platformer
- Designed and implemented the UI and UX aspects of the game
- Animated, designed, and illustrated the characters
- Conceptualized game mechanics and incorporated playtest feedback

Apprentice Spellbook

Prototype Game | Rochester NY | Team 4 | Feb. 2023 - March 2023

- Directed a team of four in the development of a 2D click-and-drag potion making game
- Crafted the game's UI and assembled assets to create a pleasing aesthetic

Being Human - Games For Change

Prototype Game | Rochester NY | Team 5 | Oct. 2022 - Dec. 2022

- Conceptualized a game that makes players confront stereotypes about marginalized peoples
- Created branching story paths and choices, allowing players to shape the game's outcome
- Designed and Implemented the UI / UX and art for the game's relaxing aesthetic

Into the Unknown

Prototype Game | Rochester NY | Team 4 | Jan. 2022 -May. 2022

- Produce a 2D platformer using Monogame (c#)
- Developed the level and implemented playtest feedback
- UI/UX Engineering and Art Design
- Implemented collision and player mechanics

Battle for the Three Ethshars

Analogue Game Prototype | Rochester NY | Team 4 | Jan. 2023 - Feb. 2023

- Directed a team of four in the production of a cooperative strategic board game
- Crafted the story for the games, ensuring player immersion
- Created player abilities and powers, enhancing the strategic depth
- Designed and Implemented the layout of the board

Enlightenment

Prototype Board Game | Rochester NY | Team 5 | Jan. 2022 -May. 2022

- Curated sets of cards players used to drive the game and interact with one another
- Reviewed and incorporated feedback from playtesting sessions
- Design an engaging and interactive experience for a humours board game