Richard Harker

Game Design / Visual Effects

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Education

University of California, Santa Cruz / Computer Science: Game Design

September 2014 - Present, Santa Cruz, CA

Work Experience

Landmark Theatres / Sales Associate

September 2017 - present, Santa Cruz, CA

UCSC Residential Life / Residential Assistant

September 2016 - June 2017, Santa Cruz, CA

GreenRope / Marketing Intern

June 2014 - September 2014, Solana Beach, CA

Software Experience

Gaming	Unreal Engine 4, Unity, Git
Code	Javascript, Java, C, C++, Python
Graphic	Photoshop, Illustrator

Projects

Symbiosis

Javascript environmental awareness game implementation regarding the bleaching of the coral reef (2016). Worked on a procedurally generated reef that reacts to character action and inaction.

Tornado Alley

Javascript endless runner with a playable tornado (2016). Particle system representing a dynamic and controllable tornado. Sole programmer with a 1 week work period

Skills and Interests

Game Programming, Visual Effects, Particle Systems, Dynamic movement, Image manipulation, Physics based games