

# Kristian Howard Jr

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## Education

COMPUTER SYSTEMS, B.A. Game Development Concentration  
California State University San Bernardino – 3.48 G.P.A.  
Expected graduation date: June 2016

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## Skills

- Unity Engine
- C++/C# Languages
- OpenGL
- HTML/CSS

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## Technical Experience

- “Esports Simulator 2016” 2015  
Programmer, aided in post Alpha stages of the prototype created by the Project Manager. Tasked with game design, UI design, and programming. Current build functions and runs on PC.
- “Parking Lot Wars” 2015  
Assistant Project Manager, contributed in UI production and overall design. Performed duties of Project Manager when current Project Manager was away.
- “World of Reath” 2014  
Project Lead, coordinated with team members to create prototype. Game runs on Unity engine and is playable on PC. Available to demo upon request.

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## Professional Experience

TEACHER’S ASSISTANT for the CSUSB course CSE 440: “Game Design” 2015

- Assisted the professor in the overall administration of the class.
- Constructed lesson plans and instructed the students the basics of Unity scripting.

RESIDENT ASSISTANT for CSUSB Office of Housing and Residential Life 2014-16

- Introduced and mentored over 50 first-years in their first year of college life.
- Established community within the assigned hall by engaging with the residents through interactive and educational programming.
- Enforced Office of Housing and Residential Life policy.