

# Kristian Howard

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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. Also, assisted with UI design and execution.
- “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 consisting of artists and another programmer to create prototype. Game runs on Unity engine and is playable on PC.

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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 freshmen in their first year of college life.
- Established community within the assigned hall by engaging with the residents through interactive and educational programs and activities.
- Worked closely with campus security to ensure safety amongst the residence halls.