HARRISON KURTZ

Operations Assistant

(310) 259-3880 - hckurtz@ucsc.edu

University of California, Santa Cruz - Class of 2022 - **GPA: 3.94**

Majoring in Computer Science: Game Design, Minoring in Electronic Music

Internship for Magus Instrumentals, March 2021 - present

    Creating social media posts and video demo content for software instruments.

    Helping to develop marketing strategies for future products.

Sound Engineer for *Monster vs Survivor* Senior Capstone Game, Spring 2021

    Programming and game design in collaborative team environment.

Music for *Tacti-Kidz* Senior Capstone Game, Winter - Spring 2020

    Composed gameplay music as external collaborator in team environment.

Part-Time work at N'ice Cream counter in Playa Vista, Summer 2018 & 2019

    Operated cash register, processed customer transactions, and answered questions.

    Kept the kitchen and storefront clean throughout shift and during closing.

    Restocked toppings and mixed ice cream flavors.

    Ran the store with other employees and on solo shifts.

Internship with Heavy Iron Studios, May 2018

    Programmed AI behaviors and procedural animation for game prototype in Unity.

    Worked collaboratively under task management system.

Skills:

    Valid California Drivers License.

    Highly skilled with computers, able to learn new software tools quickly.

    Extremely organized and precise with tasks.

    Great attitude, friendly with customers and staff.