

Howard Park
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A game developer and storyteller experienced in adapting between programming game engines/mechanics and level design in both independent and collaborative environments.

Education

Bachelor of Science in Integrated Digital Media
New York University: Tandon School of Engineering
Minor: Game Engineering
GPA: 3.4

2015 - 2019

Work Experience

Tandon Online | Solo Game Developer
Brooklyn, NY

Summer 2018

Independently developed an online virtual environment for an online graduate course using Unity over a three month development period.

Networked working online lobbies and client / server environments using Unity Networking API and Amazon Web Service.

Adapted lean methodology through regular client feedback and bug reports to apply iterative changes during development

Games for Change | Admin & Operations Intern
Manhattan, NY

Winter 2017

Coordinated surveys and research documents procured from festivals, workshops, and game jams for future event cost and utility optimizations.

User tested and edited the company's website, communicating bugs, potential changes, and content addition for better maintenance and user experience.

Relevant Projects

"Prophecy's Chosen"

Spring 2019

Dungeon crawler game where players tag-team between three characters in a ravenous dungeon full of monsters and other obstacles. Solely programmed and designed all levels, characters, mechanics, enemy AI, and scripts.

"Grounded"

Spring 2019

A VR puzzle narrative game on Unity VRTK where players role play as an amnesiac farmer who discovers audio logs recounting previous experiments of a sentient plant that went missing. Solely programmed all narrative sequences, puzzles, and levels.

"HRMD VR"

Fall 2018

Duo project where I programmed and designed all control schemes, levels, puzzles, and an "alchemy" mechanic where players combine objects with their hands to craft artifacts to solve a series of difficult puzzles.

Relevant Skills

Coding Languages: C++, C#, HTML/CSS, Javascript, p5, Python

Software:	Unity3D	Adobe Photoshop
	GameMaker Studio 2	Adobe Premiere
	Blender	Adobe After Effects
	Microsoft Office	Adobe Illustrator