

# HOWARD PARK

**GAME PROGRAMMER / DESIGNER**  
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Hacienda Heights, CA, 91745

## Education

New York University : Tandon School of Engineering, c/o 2019  
Bachelor of Science, GPA: 3.45  
Major: **Integrated Digital Media**  
Minor: **Game Engineering**

## Honors

Dean's List 2016 - 2017  
Eagle Scout, San Gabriel Valley Council, Troop 715

## Languages

C#, C++, Javascript, HTML5 / CSS, Python

## Software

Unity / VRTK, Visual Studio, GameMaker Studio II, Blender, Maya, Reaper,  
Adobe Premiere/Photoshop/Illustrator/After Effects, Microsoft Office

## Work Experience

**Konami Digital Entertainment | QA Tester**  
*El Segundo, CA (December 2019 - Present)*

Investigated / reproduced bugs and reported them via  
JIRA to ensure the game worked as intended.

Trained in console tests for Microsoft TRG and Sony TRC.

**Tandon Online | Solo Game Developer**  
*Brooklyn, NY (April - August 2018)*

Developed "Teaming Beams", a cooperative, online 3D  
block-stacking game for a virtual classroom.

Multiplayer application using HLAPI (U-Net) to synchronize  
clients and provide matchmaking lobbies.

## Relevant Projects

**"Prophecy's Chosen" | Solo Developed**  
*(March - May 2019)*

*Senior Project showcased at the NYU IDM Showcase 2019*

2D Dungeon Crawler where player plays a box controlled by  
3 spirits with different powers used to traverse the caves.

**"Grounded" | Programmer / Puzzle Designer**  
*(October - December 2018)*

*VR puzzle game of an amnesiac farmer/scientist piecing  
together clues of his now unfamiliar home.*

**"HRMD VR" | Programmer / Puzzle Designer**  
*(March - May 2018)*

*VR puzzle game where players are moving room to room,  
solving puzzles, to escape a psychiatric facility.*