

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)

Fully developed "Teaming Beams", an online multiplayer block-stacking game used as an educational tool for an online graduate course.

Self-managed and taught Unity (HLAPI) netcode, server hosting, project pitching, and prototyping.

Playable prototype for 4 players finished in a 3 month deadline.

Games for Change | Administrations & Operations Intern

Brooklyn, NY (Sept - Dec 2017)

Managed and generated web contents for their new website to promote social impact games and sponsors.

Conducted surveys for annual game jams and attracted new clients / sponsors in networking events.

Relevant Projects

"Prophecy's Chosen" | Solo Developed

(March - May 2019)

A challenging soul switching dungeon crawler beta and senior project, showcased at my school in front of hundreds of attendees.

"Grounded" | Programmer / Puzzle Designer

(October - December 2018)

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

"HRMD VR" | Programmer / Puzzle Designer

(March - May 2018)

VR puzzle game where players must solve puzzles room to room to escape a cold, claustrophobic facility.