

HOWARD PARK

Unity Game Developer

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EDUCATION

New York University

Tandon School of Engineering

B.S. Integrated Digital Media

Minor in Game Engineering

2015 - 2019

SOFTWARE

Unity3D (C#)

Plastic SCM / Github

Docker

Visual Studio

Blender

Maya

Adobe Premiere

Adobe Photoshop

Adobe Illustrator

Adobe After Effects

RELEVANT DEVELOPMENT EXPERIENCE

Gameplay programming (OOP)

Server implementation (AWS GameLift)

Network programming (Mirror)

Unity Build Automation (CI/CD)

Unity Asset Management

Unity Shader Lab

User testing

Prototyping

AR Kit (Facial, Body tracking)

Virtual Reality Toolkit

PROGRAMMING LANGUAGES

C#

C++

Python

Javascript

HTML5 / CSS

WORK EXPERIENCE

Ultraviolet

Unity Developer

January 2022 — June 2022

Led a small team of Unity developers to develop an unreleased Metaverse game using AWS and Mirror.

Conceptualized various game ideas, UI flows, and gameplay mechanics on Unity for product designers and engineers.

Developed an AR puzzle game for the Octi app (discontinued)

Networked game mechanics, user data, and connection data using Mirror.

AR Creative Developer

April 2021 — January 2022

Designed touch gesture controls for AR 3D object manipulation

Produced high-fidelity UX/UI mockups on Unity to test new features / designs and receive high quality user feedback

Prototyped and iterated on AR camera interactions and interfaces on Unity to showcase and learn to build new features

Evava VR | AR Unity Developer Intern

September 2020 — February 2021

Programmed facial tracking, body tracking, object placement, and 3D line drawing features for an AR app using Apple's ARKit 4.

Wireframed and interfaced prototypes of the app for business pitches and early deliverables for testing.

Tandon Online | Unity Developer

April 2018 — August 2018

Developed "Teaming Beams", an online multiplayer block-stacking game as an educational tool for an online graduates course in NYU.

Self-taught Unet, server hosting, project pitching, and prototyping to meet the 3 month deadline.

RELEVANT PROJECTS

Prophecy's Chosen | Senior Project

March 2019 - May 2019

A challenging soul switching dungeon crawler where players change between three characters to solve puzzles and defeat tricky bosses.

Grounded | Programmer / Puzzle Designer

October 2018 - December 2018

VR puzzle / art game about an amnesiac and lonesome farmer who discovers that there's a guest in his now unfamiliar home.