

# HOWARD PARK

GAME PROGRAMMER / DESIGNER

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Hacienda Heights, CA, 91745

Education	Bachelor of Science in <b>Integrated Digital Media</b> Minor in <b>Game Engineering</b> New York University: Tandon School of Engineering GPA: 3.4	2015 - 2019
Work Experience	<b>Tandon Online</b>   Solo Game Developer <i>Brooklyn, NY</i>  Independently developed an online game teaching online graduate students organizational behavior in 4 months.  First successful attempt at networking assets and lobbies using UNET and hosting servers on Amazon Web Service.  <b>Games for Change</b>   Admin & Operations Intern <i>Manhattan, NY</i>  Coordinated surveys for the Games for Change Festival 2017 and provided research documentation to improve future events and attract investors.	Summer 2018        Fall 2017
Relevant Projects	<b>"Prophecy's Chosen"</b>  <i>Dungeon crawler game where players swap between three guardians to fight monsters and find hidden treasures.</i>  Solely developed all assets, mechanics, AI, and scripts. Presented the beta at the <b>IDM Showcase 2019</b> .  <b>"Grounded"</b>  <i>VR puzzle game of an amnesiac farmer/scientist piecing together clues of his now unfamiliar home. He is not alone.</i>  Duo project: Programmed all narrative sequences, controls, mechanics, and puzzles.  <b>"HRMD VR"</b>  <i>VR puzzle game where players are moving room to room, solving a series of puzzles, to escape a psychiatric facility.</i>  Duo project: Programmed all puzzle sequences, controls, and mechanics.	Spring 2019           Spring 2019        Fall 2018
Relevant Skills	Programming: C++, C#, HTML/CSS, Javascript, p5, Python Software: Unity3D                      Adobe Photoshop GameMaker Studio 2       Adobe Premiere Blender / Maya               Adobe After Effects Microsoft Office               Adobe Illustrator	
Favorite Games	Dead Space 1-2, League of Legends, Osu!, NieR:Automata, Overwatch	