













HOWARD PARK

GAME PROGRAMMER / DESIGNER

(909) 827-5738 | howard.park@nyu.edu

Hacienda Heights, CA, 91745

Education	Bachelor of Science in Integrated Digital Media Minor in Game Engineering New York University: Tandon School of Engineering GPA: 3.4	2015 - 2019
Work Experience	Tandon Online Solo Game Developer <i>Brooklyn, NY</i> Full stack developed "Teaming Beams", a cooperative, online 3D block-stacking game. Networked matchmaking lobbies, synchronized block physics, and implemented server/client callbacks and commands using HLAPI (U-Net). Games for Change Admin & Operations Intern <i>Manhattan, NY</i> Designed graphics, researched game-related programs conducted post-event surveys, and assisted development of new website for non-profit promotion of social impact games.	Summer 2018 Fall 2017
Relevant Projects	"Prophecy's Chosen" <i>Indie PC dungeon crawler game where players are literally inheriting powers from 3 Guardians.</i> <ul style="list-style-type: none">• Dynamic enemy creation & Player-Guardian inheritance system using OOP.• Enemy AI that generates attack and idle patterns using sensors and "aggression" meter. Presented the beta at the IDM Showcase 2019 . "Grounded" + "HRMD VR" ① VR puzzle game of an amnesiac farmer/scientist piecing together clues of his now unfamiliar home. ② VR puzzle game where players are moving room to room, solving puzzles, to escape a psychiatric facility. Programmed all narrative sequences, puzzle systems, control schemes, and hand-object interactions using VRTK API on Oculus.	Spring 2019 - Present Fall 2018 - Spring 2019
Relevant Skills	Programming:       Software:       	
Favorite Games	Dead Space 1-2, League of Legends, Osu!, NieR:Automata, Overwatch	