

Howard Park

Unity Engineer | Unity & AWS | Gameplay Programming & Backend

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Summary

Unity Engineer building games and multiplayer systems for indie, start-ups, and big tech for the past 7 years.

I'm also a rapid-prototyper, technical artist, full-stack developer, and gameplay programmer, shipping several games for XR, mobile, and PC.

Please contact me for any open Unity engineering roles in gaming or XR!

Work Experience

Meta — Technical Artist

December 2023 - December 2024

- **Built internal Unity tools** for rapid prototyping, performance testing, and feature validation.
- **Shipped assets and shaders for seasonal content to over 100k+ concurrent users** on Horizon Worlds.
- Collaborated cross-functionally with other teams to scope and align technical artistic pipelines for content drops and feature development.
- Wrote shaders for VFX, Portals, and scene assets.

FiveMics — Network Engineer / Unity Engineer

August 2022 - November 2023

- **Coordinated with CEO** to define and deliver multiplayer systems for a hip-hop themed card game.
- **Full-stack developed** user onboarding and authentication flows on AWS for users on iOS, Android and PC.
- Rapid prototyped and shipped designs and gameplay features from design, writing and art teams.
- Created a turn-validation anti-cheat by comparing batched player inputs and expected game states.

Ultraviolet — Unity Engineer / Unity XR Engineer

April 2021 - June 2022

Ultraviolet App

- **Shipped a multiplayer game** integrating Octi app users to a Unity game embedded in the app to play mini-games with other users.
- **Networked multiplayer gameplay** and user data using Mirror and AWS.
- Programmed core gameplay mechanics, UI systems, asset management pipelines, and shaders.
- Stacked Unity as a Library on top of Swift/XCode for native-to-gameplay transitions between app and games.
- Containerized Unity build processes using Docker to deploy dev and release builds in tandem.

Octi App

- **Shipped several AR games, puzzles, and camera filters for 10k+ concurrent users.**
- **Increased user retention by ~20% over 6 months, reaching #1 social media app for two weeks.**
- Rapid prototyped UX systems and features to accelerate feature testing from UX and product teams
- Implemented AR camera feed processing, shaders, multi-touch controls, and 3D math-driven object manipulation in AR space.
- Developed asset management systems to dynamically load UI and gameplay assets and reduce load times.

Evava VR — Unity XR Developer

September 2020 - March 2021

- **Shipped AR experiences** including an AR Santa for the COVID holidays and a wack-a-mole game using Xbox Kinect.
- Programmed all AR gestures and mechanics including body tracking, face tracking and object manipulation.
- **Mentored and trained new interns** on Unity workflows and practices.

Skills

Languages (Strongest to Weakest): C#, C++, Python, Javascript, HLSL, PostgreSQL, Typescript

Frameworks / Tools: AWS, Supabase, Pandas, Numpy, Scikit-learn, Selenium, BeautifulSoup

Software/Libraries: Unity, Unreal, Docker, Postman, Gamemaker, SFML C++, PyGame

AWS Services: GameLift, Lambda, API Gateway, Cognito, Lightsail, DynamoDB, CloudFormation, EC2, IAM

Recent Projects

Limb From Limb (Game Jam Entry) — Programmer

April 2026

- In two weeks, we built a 2D shooter platformer for a game jam with regenerative dismemberment as the core mechanic.
- Programmed all gameplay systems including dismemberment physics, controls, physics, and UI.

The Tower — Programmer

November 2025 - Present

- A third person arena shooter where players face off against other players in 1v1 duel formats in a tower.
- Programming all core mechanics, gameplay, and controls. Currently, still a work in progress.

LoL Esports Draft — Programmer / Network Engineer

November 2024 - Present

- A fantasy esports card game featuring real League of Legends player and tournament data. Players build rosters and compete in draft based tournaments.
- Created data pipelines using Python scripts to ingest, transform, and structure player data from multiple websites into card models, exposing the data via Supabase APIs and Postgres Triggers.
- Developed user registration backend and Unity client to have players create accounts and save collected cards.
- Programmed all draft mechanics and gameplay systems.
- Created validation network layer and server-side cardplay to prevent cheating.

Education

New York University: Tandon School of Engineering

2015 - 2019

B.S. Integrated Digital Media / Game Engineering

Accolades: Dean's List 2016-2017