

HOWARD PARK

Unity Game Developer

hjp309.github.io/howardpark

howard.park@nyu.edu

(909) 827-5738

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

MOST RELEVANT DEVELOPMENT SKILLS

Gameplay programming (OOP)

Server implementation (AWS GameLift)

Network programming (Mirror)

Unity Build Automation (CI/CD)

Unity Asset Management

Unity Shader Lab

Game design

UX/UI D&D

User testing

Prototyping

AR Kit (Facial, Body tracking)

Virtual Reality Toolkit

PROGRAMMING LANGUAGES

C#

C++

HLSL

Python

Javascript

HTML5 / CSS

WORK EXPERIENCE

Ultraviolet

Unity Developer

January 2022 — June 2022

Led a small team of Unity developers to develop an alpha metaverse game in 6 months

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

Network programmed game mechanics, user data, and connection data using Mirror and AWS.

Developed a series of AR games for the previous Octi app.

AR Creative Developer (Unity)

April 2021 — January 2022

Designed touch gesture controls for AR object manipulation

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

Prototyped exciting, new AR camera filters and interactions on Unity to showcase functionality and new direction.

Evava VR | AR Unity Developer Intern

September 2020 — February 2021

Developed facial tracking, body tracking, object placement, and AR drawing features using ARKit.

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

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 network programming, server development, project pitching, and prototyping while meeting 3 month project 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.