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| Robert Howard Game Designer | | | | |
| 3412 Dolerite Ct  West Lafayette, IN 47906 | http://www.rohogames.com | | | Cell: (419) 575-0525  rthoward2@gmail.com |
| **Skills** | | | | |
| * **Game Engines**: Unreal 4, Unity3D, Prey 2 Editor, Radiant (Call of Duty 4), Hammer | | | | |
| * **Scripting/Programming**: Unreal Blueprint, C#, C++, UnrealScript, JavaScript, Unreal Kismet, DoomScript (Prey 2), GSC (Call of Duty Radiant), LUA | | | | |
| * **Environment Design**: 3ds Studio Max, Autodesk Maya (Environment Design, Mesh Creation), Photoshop (Documentation, Texturing), Sketchup (Blockout), Blender | | | | |
| * **Music/Sound**: REAPER, Cakewalk SONAR, Sound Forge, AUDACITY | | | | |
| * **Productivity/Source Control**: MS Office (Word, Excel, PowerPoint), OpenOffice, Tortoise SVN, Perforce, LibreOffice, GitHub | | | | |
| * **Written and Verbal Communication**: Design and technical documents, verbal presentations | | | | |
| **Design/Scripting Skills** | | | | |
| * World Design * Audio Scripting * Level Design * Gameplay Programming * Cinematic Scripting | | * Game Event Scripting * Concept and Design Documentation * Audio Implementation/Scripting * Game Design * Mentoring and Leadership | | |
| **Work Experience** | | | | |
| ***Purdue University***  *Professor of Practice*   * Teach courses on game design, level design, game production, game audio, and gameplay scripting and programming. * Coach student capstone projects. * Develop new curriculum: responsible for developing four new classes: Game Scripting, Level Design, Game Audio, and Introduction to Games. * Mentoring students: career coaching, technical assistance, and general assistance in game design and game development.   ***Cold Iron Studios***  *Senior World Builder*   * Responsible for level design and scripting on ***Aliens: Fireteam,*** a shooter based in the ***Aliens***universe. * Set design standards to be followed by the rest of the team. * Mentor associate level colleagues in a leadership role. | | | August 2019 – Present  September 2016 – July 2019 | |
| ***Human Head Studios***  *Senior Level Scripter*   * Game scripting, gameplay programming, and audio scripting for ***Lost Within***. * Combat and cinematic scripting for ***Batman: Arkham Origins***. * Combat, cinematic, and audio scripting for ***Bioshock Infinite***. * Gameplay scripting for ***Prey 2***. | | | February 2011 – August 2016 | |
| ***Madison Media Institute***  *Adjunct Instructor*   * Taught Unreal technology and Unity technology. | | | September 2013 – August 2016 | |
| ***Vicious Cycle Inc.***  *Level Designer*   * Shipped Games: ***Ben 10 Galactic Racing (Xbox 360, PS3, Wii, 3DS, DS, Vita, October 2011)*** ***Earth Defense Force: Insect Armageddon (Xbox 360, PS3, February 2011) Despicable Me: The Game (Wii, PSP, PS2, July 2010).*** * Blocked out, scripted, set dressed, and finalized levels. * Created numerous prototype levels during pre-production phases. * Gained experience in the following genres: 3rd person action, 2D action, 2D platforming, and kart racing. | | | June 2009 – February 2011 | |
| **Education** | | | | |
| **The Guildhall at Southern Methodist University**  Master’s in Interactive Technology in Digital Game Development  **Bowling Green State University**  B.A. in Music Performance | | | May 2009  May 2003 | |