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| Robert Howard Game Designer |
| 3412 Dolerite CtWest Lafayette, IN 47906 | http://www.rohogames.com | Cell: (419) 575-0525rthoward2@gmail.com |
| **Skills** |
| * **Game Engines**: Unreal 4, Unity3D, Prey 2 Editor, Radiant (Call of Duty 4), Hammer
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| * **Scripting/Programming**: Unreal Blueprint, C#, C++, UnrealScript, JavaScript, Unreal Kismet, DoomScript (Prey 2), GSC (Call of Duty Radiant), LUA
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| * **Environment Design**: 3ds Studio Max, Autodesk Maya (Environment Design, Mesh Creation), Photoshop (Documentation, Texturing), Sketchup (Blockout), Blender
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| * **Music/Sound**: REAPER, Cakewalk SONAR, Sound Forge, AUDACITY
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| * **Productivity/Source Control**: MS Office (Word, Excel, PowerPoint), OpenOffice, Tortoise SVN, Perforce, LibreOffice, GitHub
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| * **Written and Verbal Communication**: Design and technical documents, verbal presentations
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| **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
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| **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 – PresentSeptember 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 |