Kristian Howard

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Education

COMPUTER SYSTEMS, B.A. Game Development Concentration
California State University San Bernardino – 3.48 G.P.A.
Expected graduation date: June 2016

Skills

- Unity Engine
- C++/C# Languages

- OpenGL
- HTML/CSS

Technical Experience

- **"Esports Simulator 2016"**   2015
  Programmer, aided in post Alpha stages of the prototype created by the Project Manager.
  Also, assisted with UI design and execution.
- **"Parking Lot Wars"**   2015
  Assistant Project Manager, contributed in UI production and overall design. Performed
  duties of Project Manager when current Project Manager was away.
- **"World of Reath"**   2014
  Project Lead, coordinated with team members consisting of artists and another
  programmer to create prototype. Game runs on Unity engine and is playable on PC.

Professional Experience

TEACHER'S ASSISTANT for the CSUSB course CSE 440: "Game Design"   2015

- Assisted the professor in the overall administration of the class.
- Constructed lesson plans and instructed the students the basics of Unity scripting.

RESIDENT ASSISTANT for CSUSB Office of Housing and Residential Life 2014-16

- Introduced and mentored over 50 freshmen in their first year of college life.
- Established community within the assigned hall by engaging with the residents through
  interactive and educational programs and activities.
- Worked closely with campus security to ensure safety amongst the residence halls.