

ANDERS HOWARD

Baltimore, MD

415-320-8550

andershoward@gmail.com

stinkyanders.com

Objective: Continue to grow my career as a game designer while contributing to great games.

SKILLS

- Scripting with Python, Actionscript, MEL, Kismet, and proprietary scripting languages. For example, I have scripted quests and economy simulators, 3D tools, level triggers etc.
 - Experience in systems design and balancing, tweaking game design based on metrics analysis.
 - Experienced content designer centered on quest writing, level design and virtual goods implementation.
 - Experienced artist capable of creating 2D/3D art, flow charts, level layouts and UI wireframes in a variety of art and design packages.
 - Works well in teams, follows directions and process, well organized, passionate and knowledgeable about games!
-

EDUCATION

The Art Institute of California-San Francisco, San Francisco, CA

BS, Game Art and Design, Graduated: 09/09

GPA: 3.3

PROFESSIONAL EXPERIENCE

11/09 - present

ZYNGA, INC. – GAME DESIGNER

Develop systems, create new virtual goods, model economies, and write content with the guidance of senior staff. FishVille, FrontierVille, 2x unannounced.

08/09 - 11/09

THEBROTH, INC. – JR. GAME DESIGNER

Designed features, UI, and some vector art for Barn Buddy – an early social farming game for the Facebook platform.

04/09 - 11/09

SUDOSCAPE, LLC – 3D CHARACTER ART INTERN

Assisted in setting up Maya to Ogre pipeline, created stylized character concept art, modeled and textured characters and armor sets for Totemica, a Facebook MMORPG.

08/05-02/06

ELECTRONIC ARTS – LANGUAGE INTEGRATION TESTER

Tested video games in various production stages for language bugs. Researched, databased, and regressed bugs. Executed testing plans on a weekly basis for five shipped products.

RELATED EXPERIENCE/ AWARDS

- Proposed to my now fiancée via video game (playable on my website).
- *Best in Show* in my major's portfolio show, September 2009.
- Finalist in the [South by Southwest \(SXSW\) Screenburn Competition](#) 2009 for *FLOAT*.
- Finalist in the [South by Southwest \(SXSW\) Screenburn Competition](#) 2009 for *Full Moon Manor*.
- Awarded "Best in Class" by a faculty jury in Life Drawing, Spring 2007.
- Game Developer's Conference: Conference Associate. 2006-2011. My duties included facilitating speaker sessions, manning expo booths, and general attendee customer service.
- Co-designed the "Chemical Existence" total conversion modification for Half-Life that received an invitation to the Valve Mod Expo 1999.
- Avid board gamer!

References available upon request.