Patrick M. Howard

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Experience: <u>Founder / Lead Gameplay Programmer,</u> RustBit, Akron, Ohio   (July 2021 - Present)
- Developing cooperative focused games and co-developing games with other studios.n

<u>COO / Director of Experiences,</u> Strife AI LLC, Cleveland, Ohio   (Mar 2021 - July 2021)
- Lead development on games and end-user experiences.

<u>Software Engineer / Game Developer,</u> Strife AI LLC, Cleveland, Ohio   (Aug 2019 - Mar 2021)
- Developing, designing, and creating video games that utilize machine learning as a major gameplay feature.
- Develop & maintain robust tooling used for creation of games.
- Hire & manage a team of artists and designers.

<u>Resident Assistant,</u> The University of Akron, Akron, Ohio   (Aug 2017 - May 2019)
- Enforced policy, fostered a community, and built relationships with resident students living on campus during the academic year and summer semesters.
- Organized programs and provided resources to resident students.

Skills: **Programming**: C/C++, C#, TypeScript, Swift, Python, Rust, Lisp
Software: Unreal Engine, Unity, Perforce, Git, Godot Engine
Tools: Jira, Obsidian, Emacs

Education: **The University of Akron, Akron, Ohio**   (September 2016 - December 2019)
Bachelor of Science in Computer Science (B.S.C.S.)
Minor in International Business
Department GPA: 3.0/4.0

Interests: Video Game Development, 3D Modeling & Animation, Game Design, Film Critique, International Travel, Transit Advocacy, Urban Planning, Language