



Rob Howland
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OBJECTIVE A level design or game design position in the video game industry.

EDUCATION **The Art Institute of California – San Francisco**, San Francisco, CA
Bachelor of Science, Game Art and Design
Graduated June 2009

SKILLS/ABILITIES

Software
Autodesk Maya -- v7.0–v2010
Adobe Suite -- CS2–CS4 -- Photoshop, InDesign, After Effects, Premiere
MS Office Suite -- PowerPoint *Guru*

Game Engines
Source Engine -- Valve Hammer Editor, *Maya => Source Workflow*
Unreal Engine 3 -- Mini-Golf: Tournament - Total Conversion Mod

Special
Organizer -- Problem Solving, Puzzles/Riddles
Technician -- Repair/Troubleshooting (*A/V, Hardware/Software*)
2D Layouts -- Designing Levels/Maps/Missions on Paper

EXPERIENCE

2009-2010 **Namco-Bandai Games America**, Santa Clara, CA
QA Analyst/Tester, *Puzzle Quest 2, Enslaved*

- Video Game Testing
- Error Reporting
- Database Communications and Organization

2008-2009 **The Green Cross**, San Francisco, CA
Pharmacy Technician

- Medical Delivery
- Preparation and Packaging
- Server Backup, Communications, Repair, and Office Cabling

2007-2008 **Art Institute of CA**, San Francisco, CA
Game Designer, *Mini-Golf: Tournament – Unreal 3 Mod*

- Lead and Managed Team of 20 Students
- Honorable Mention - *2008 Make Something Unreal Contest*

2006-2007 **Copeland Sports**, San Francisco, CA
Retail/Sales Associate

- Excellent Customer Service
- Stocking Shelves

INTERESTS Web Design, Drawing, Board Games, Fixing Things, and Learning Japanese

