

# MICHAEL A. HOWE

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## WORK EXPERIENCE

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**Instructional Assistant/Grading** | American River College, Sacramento, CA August 2016 - May 2017

- Graded and critiqued 10-20 student papers per semester in a timely manner.

## VOLUNTEER EXPERIENCE

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**Rigging TA and Animator** | Orange County, CA June 2021 - Present

- Created rigs and animations for a Kickstarter prototype developed by Team 73.
- Animations created for use in Unity.

**Lead Gameplay Programmer** | Laguna Beach, CA February 2020 – May 2021

- Assisted the creation of LCAD Master's project 'Axed' as lead Gameplay Programmer.
- Programmed game in Unity using C++.

**Boy Scouts of America Eagle Scout** May 2004 – May 2011

- Eagle project: co-wrote and directed video on Getting to School Safely for Mary Tsukamoto Elementary School, Sacramento, CA
- Participated in the National Youth Leadership Training, a camp program for preparing older Boy Scouts for being in a leadership position.

## EDUCATION

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**BFA Game Art**

**Laguna College of Art and Design** | Laguna Beach, CA 2017 – May 2021

## SKILLS

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- 3D Rigging (3Ds Max and Maya)
- 3D Modelling (3Ds Max and Maya)
- Python and Pymel
- C++
- Unity Game Engine
- Unreal Engine
- Houdini
- Adobe Photoshop
- ZBrush
- Experienced with public speaking and presenting to an audience of 20 or more people.
- Trained in animating both in 2D and 3D