

GEL HOWELL

G A M E P L A Y / U I P R O G R A M M E R



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EXPERIENCE

● GAMEPLAY/UI PROGRAMMER (CONTRACT)

Summer Night Studios

May 2023 - Present

- Developed various gameplay systems using C# and Unity3D and improved these systems through feedback, iteration, and playtesting.
- Designed and implemented UI assets and menus using Figma and Unity.

● GRADUATE RESEARCH ASSISTANT VR GAMES (PART TIME)

RIT School of Interactive Games & Media

Aug 2021 - May 2023

- Developed a geographic 3DUI application using C++ and Unreal Engine 4.
- Added multiplayer functionality to an existing Unity3D project using C# and Photon;
- Assisted in the collection of data from user studies which were later used to prepare research papers for publication.

● GAMEPLAY ENGINEERING INTERN

Survios

June 2022 - Sep 2022

- Contributed to the development of gameplay systems using C++ and Unreal Engine 5.
- Collaborated with level designers and engineers in the production of iterative gameplay prototypes.

● GAMEPLAY PROGRAMMER (PART TIME)

RIT IGM & Magic Maker - Too Many Cooks

Aug 2021 - Aug 2022

- Collaborated with level designers, artists, and other programmers in a team of six to develop an educational cooking game.
- Implemented multiple cooking gameplay mechanics using C# and Unity2D, and improved these mechanics through feedback, iteration, and playtesting.

EDUCATION

MS IN GAME DESIGN & DEVELOPMENT

Rochester Institute of Technology

2021 - 2023

BS IN COMPUTER SCIENCE (MAGNA CUM LAUDE)

Widener University

2017 - 2021

BA IN DIGITAL MEDIA INFORMATICS

Widener University

2017 - 2021

EXPERTISE

- C++
- C#
- Java
- Unreal Engine 4 & 5
- Unity
- Figma
- Perforce
- Photon
- Microsoft Office