

David B. Howe
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Summary

- Skilled at learning new concepts quickly, working well under pressure, and communicating ideas clearly and effectively.
- Varied and balanced web designer of 8 years with a portfolio of professional, recreational, and business websites.
- Creative game developer of 5 years with experience in modifications and game engine creation.
- An online portfolio of web development and game projects can be found at: <http://www.davidbhowe.net>.

Computer Science	Programming Languages	Relevant Application Experience
	<ul style="list-style-type: none"> • C, C++ • XHTML 1.0 Strict • Python • MS Access SQL, MySQL • Java, Javascript, PHP • Actionscript 	<ul style="list-style-type: none"> • Microsoft Visual Studio .NET 2003 • Microsoft Project 2004 • Adobe Photoshop CS2 • Discreet 3D Studio Max 7 • Macromedia Flash 8 • Various Source Control Software

Career History & Accomplishments

Contact: Hans Andersen (425) 922-6691	Independent Contractor, Boompont Wireless Solutions <ul style="list-style-type: none"> ○ Flash Developer & Programmer responsible for designing, coding, and maintaining MPLiX, a web-based animation studio for cellular phone application. ○ Worked within Microsoft Visual Studio .NET and Macromedia Flash 8 development environments coding in HTML, ASP, & Actionscript 2. 	2006-Present
Contact: Carmen Pederson (509) 963-1847	Programmer, Central Washington University Testing Services <ul style="list-style-type: none"> ○ Sole developer responsible for programming and maintaining the Student Evaluation SQL database for the entire school. ○ Technical support for all department secretaries for the ASP-written interface to the database. 	2005
	Independent Web Designer & Computer Technician, David B. Howe Studios <ul style="list-style-type: none"> ○ Designed and maintained numerous professional sites, both business and personal. ○ Built, repaired, and sold countless PCs for clients. Sample Websites: http://www.davidbhowe.net http://www.premierglobal.net http://www.ciphoto.net	1997-Present Includes Online Web Design Portfolio Emergency Vehicle Equipment Retailer Photography Studio

Contact: Dwight Hilpman (785) 842-5049	Photography Assistant, Creative Images Photography <ul style="list-style-type: none"> Received phone calls from potential clients, ascertained their specific needs and desires, and setup appointments. Helped with equipment set up and lighting; worked with clients' morale, keeping them in a positive mood throughout the shoot. Primary studio artist for digital retouching and restoration work with Adobe Photoshop 7.0 Completely revamped office computer system, upgrading from a film environment to a 100% digital environment. 	2001-2003
	School Webmaster, West Junior High School <ul style="list-style-type: none"> Held weekly training sessions for other students to learn how to work on the website and created handouts to aid in instruction. Updated the site on a weekly basis with the intent of keeping the student and faculty body updated on news and interactive with the website. 	1998-1999

Affiliations, Awards, Activities

- Webmaster and Member of Student Association (DigiPen's student government) – 2003-2005
- Member of National Honor Society – 2001-2005
- Member of Lawrence School District Technology Committee (nominated to represent the student body for the city of Lawrence) – 1998-1999
- Member of Computer Club – 1998-1999
- Member of Theatre Club – 1998-2001
- Attended Kansas Boy's State through the American Legion – held position of President Pro Tempore of the Senate – 2001

Game Development

Curator Defense, Sole Developer http://cd.davidbhowe.net Independent game project written entirely from scratch in C++ using MS DirectX 9.0 API. <ul style="list-style-type: none"> Featured on numerous gaming websites like Fileplanet.com, The Independent Gaming Source, and BoingBoing.net. Featured in an interview with Red Herring Magazine (January 2006). Featured in an interview with ARTnews Magazine (January 2006). 	2005-Present
Combo Fusion, Team Project No Website Sophomore game project at DigiPen. C/C++ Action/RPG game written using SDL for cross-platform distribution (WinXP/MacOSX).	2004-2005
Super Buckets & Donkeys, Team Project No Website Text-based, console-styled, quiz game created with C/C++ for first-year DigiPen game project.	2003-2004
Spire Barricade, Sole Developer http://sb.davidbhowe.net Project FUN developed game for first-semester DigiPen game project.	2003-2004

Education

Computer Science <i>Central Washington University</i> , Ellensburg, WA Transferred to CWU in the Winter of 2005 to continue pursuit of a Computer Science bachelor's degree with a focus on web development.	2005
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Real Time Interactive Simulation (CS)

2003-2005

DigiPen Institute of Technology, Redmond, WA

Focus on the C, C++ programming languages and their use in networking, graphics, games and other programming applications.

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