

ERIC HOVAN

GAME PROGRAMMING AND DEVELOPMENT
STUDENT

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SUMMARY

I am a student in programming, and a passionate nerd that enjoys working on personal projects like games, drawing, music, and writing. I am excellent at learning new things, especially when teaching myself, and can adapt to new situations quickly. I am always trying to improve all my skills so I can reach a higher level of capability. I find enjoyment in being analytical towards a lot of my passions like music and video games to see if I can find a deeper meaning in that artist's work. I prefer to work alone, although I do understand the importance of teamwork and its advantages. I do find that I am good at managing and organizing things together which intern I have seen that that allows me to be a good leader.

EXAMPLE:

- *Knowledge and experience with fundamentals of design, coding, debugging, and testing application and system software*
- *Strong organizational and project management skills utilized to maintain high GPA while also thriving in leadership/intern positions*
- *Outstanding analytical problem-solving experience built through roles in research and development*

TECHNICAL SKILLS

Self-motivated | Skilled in [Software/hardware] computers | Game design | Team orientated projects | 300+ hours in programming experience

EDUCATION

Bachelor of Science Game Design and Computer science
Worcester Polytechnic Institute | Worcester, MA

Transferred: Aug 2022

Relevant Courses:

- Introduction to programming

Bachelor of Science Game Programming and Development
Southern New Hampshire University | Manchester, NH

Anticipated: May 2025

Relevant Courses:

- Introduction to Scripting
- Found in App Development
- Info Tech and Digital Games
- Graphics & Layout Print Media
- Intro to Digital Imaging
- 3-D Modeling and Animation
- Interactive Animation
- Calc I: Single-Variable Calc
- Applied Linear Algebra
- Software Develop with C#.NET

- Software Devel w/C++.Net
- Design of Virtual Game Env
- Digital Game Development
- Digital Graphic Design for Web
- Gameplay Systems Development
- Graphics Game Engine

GPA: 3.4

PROFESSIONAL EXPERIENCE

Warehouse Worker

Prime Zero Prep | Hudson, NH

Jun 2021 - Aug 2021

- Attached documentation to shipments leaving the facility, such as receipts, packing slips, and bills of lading.
- Packaged orders of assorted items in bulk

Checkout Worker

Market Basket | Rowley, MA

Jul 2019 - Mar 2020

- Maintain an elevated level of display and visual merchandising, to ensure elegant appearance of the store
- Resolved all customer complaints in a professional manner while prioritizing customer satisfaction
- Communicated with customers and fulfilled their requirements

Warehouse Worker

Our Neighbors' Table | Amesbury, MA

Oct 2018 - Dec 2018

- Emptied aisles of debris cleaned floors and rearranged inventory to provide tidy and obstacle-free warehouse floor. • Moved furniture and boxes using utility dolly and truck ramp.

APPLIED TECHNICAL PROJECTS

Portfolio: <https://meritpages.com/ericportfolio>