Isaac Sanchez

Creative Computer Scientist

Profile

I have 3 years of coding experience with C/C++, and working knowledge of both Git and GitHub. I'm eager to help create video games and other coding and design-focused projects. I also have several years of experience programming in GameMaker Studio 2, from watching in-depth tutorials, to creating game prototypes.

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Projects

View selected projects below. Explore a few projects further (including some additional smaller projects) on my GitHub account.

Mask Mayhem

In this 2-player multilateral competition game, each player takes turns launching themselves towards the face of a human in the center of the level. They must avoid traps and launch themselves above objects to reach the face before the other player. This game was coursework done in CS 426, in the Department of CS at the University of Illinois Chicago. I pitched the original game idea and acted as the project manager in a 3-person team.

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Pineapple Cleaning Products

In this VR project for the CAVE2™ Virtual Environment in the Electronic Visualization Lab at the University of Illinois Chicago, each industrial detergent interaction worsens the surrounding water. Meanwhile, the pineapple cleaner interactions demonstrate the steps for creating detergent with pineapple scraps, with a cleaner, livelier body of water as a result. This was a interdisciplinary semester-long project completed alongside 2 graphic design classmates for a creative coding course.

VIDEO LINK POSTER LINK

Pest Guard

This prototype website, named Pest Guard, aims to solve the issue that gardeners face in regards to pests, weeds, and figuring out how to deal with them. As the final project for our User Interface Design course, we focused on making a website that gardeners could easily understand. This was a 4-person team project developed throughout the semester. Works best on mobile devices.

WEBSITE LINK VIDEO LINK

Follow & Fool

A classmate and I developed the 'Mini Follow & Fool Arcade' (formerly known as 'Mini Simon Says Arcade') for our computer hardware course. This is a small arcade-like device where two players can play a simple game similar to the Simon Says children's game, where players must follow the commands of the CPU-controlled leader, using buttons and a joystick. The game is played through one controller Arduino, and visually displayed through a display Arduino connected to an LCD screen, with a buzzer attached to the display as well.

VIDEO LINK DOCUMENT LINK GITHUB LINK

Dynamic VR Horror Game

This was a 4-person project developed in Unity for our Software Engineering course. This game uses factors such as heart rate and microphone volume from the user to determine their levels of fear toward obstacles in the game (such as enemies, eerie rooms, and perilous heights). The ending displays a list of what the user feared most. I developed the hospital level and helped manage our Jira and meeting notes during the semester.

SUMMARY LINK DOCUMENT LINK

You're Not Just a Number

During the summer of 2023, I worked on a short animation for Cynthia's Youtube channel BipolarGossamer. I was in charge of the character designs and storyboarding, as well as the animatic and animation, while checking in with Cythnia at each major step and making edits when needed. She also provided the narration and dialogue.

VIDEO LINK

Mole Boy

I started this independent project late Summer of 2022, in an attempt to develop a full game. This high-score game challenges the player to dig for treasure and avoid obstacles for as long as possible. I plan to create a public prototype this summer to gauge enjoyment and interest from testers. I've developed most assets and code myself (with the help of tutorials and forums, of course).

PRE-ALPHA BUILD LINK GITHUB LINK

Work Experience

My complete work history can be found on LinkedIn.

Intern

Video Game Art Gallery
April 2024 - Present

Attending monthly meetings with staff to discuss exhibition ideas.

Education

University of Illinois Chicago

Bachelor's of Science, 2020-2024
Major in Computer Science and Minor in Art, President's Award Program (PAP) Scholar, Summa Cum Laude (with a GPA of 3.95), and member of the school's Association for Computing Machinery (ACM) branch, as a member of the branch's Special Interest Group for games (SIG-game).