ANTHONY LEE

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EDUCATION

University of West of England   *2011 - 2014*
BSc(Hons): Games Technology (First Class Honours)
- Foundation in problem solving, programming (using C#), and software design for the entertainment industry.
- 3D modelling, Artificial Intelligence, Working in a teams to deliver finished games to a given specification.

Sussex Downs College   *2009 - 2011*
A level: Computing (A), Mathematics (A), Physics (B)

ONLINE EDUCATION

University of Colorado System through Coursera   *Oct. 2022 - Nov. 2022*
Data Structures and Design Patterns for Game Developers

MITx through edX   *Oct. 2012 - Feb. 2013*
6.00x: Introduction to Computer Science and Programming (A)

TECHNICAL SKILLS

Programming: **C#**
Software & Tools: **Adobe Photoshop, Git, Unity, Visual Studio**

PROJECTS

Living Room 3D Scene   *2017*
- A 3D scene put together in Unity 2017 to learn about using Unity's PBR workflow, level design tools, baked lighting, shaders and post-processing. Using Blender to optimise third-party 3D art assets for real-time use.

Lemon X Chrome Extension   *2016*
- A package of utilities using toolbar buttons and context menus to aid my browsing workflow.

Defend Game   *2015*
- A 2D real-time arcade game made in Unity 5.

Flappy Bird CMD Game   *2014*
- A command driven, turn-based version of Flappy Bird, rendered in the Command-line.

WORK EXPERIENCE

Lee's Garden Takeaway   *2014 - Present*
Supervisor
Using my experience from various roles to:
- Co-ordinate between the customer-service and kitchen teams.
- Prioritising the team's tasks.
- Training new employees.