




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 teams to deliver finished games to a given specification.

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

MITx through edX **2012 - 2013**
6.00x: Introduction to Computer Science and Programming Online Course (A)

TECHNICAL SKILLS

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

PROJECTS

Travel Blog **2018**
- A static website built using Hugo, HTML, CSS for sharing holiday photos.

Living Room 3D Scene **2017**
- A 3D scene put together in Unity 2017 to learn about 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, written in C++, rendered in the Command-line.

WORK EXPERIENCE

Lee's Garden Takeaway
Kitchen Assistant **2014 - 2021**
Supervisor **2021 - Present**

Using my experience from various roles to:

- Co-ordinate between the customer-service and kitchen teams.
- Prioritising the team's tasks.
- Training new employees.

HOBBIES & INTERESTS

Photography, Japan