




# ANTHONY LEE

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## EDUCATION

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**University of West of England** **2011 - 2014**  
*BSc(Hons): Games Technology (1st)*  
- 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

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**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

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

## PROJECTS

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**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

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**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.