

Antony Robbins

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TECHNICAL SKILLS

- Programming Languages: C++, C#, C, Java, Python, JavaScript, HTML, CSS
 - Software: Visual Studio 2015, Git, Unity, Adobe Photoshop, Illustrator, Premiere Pro
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PROJECTS

Don't Throw Me Away (Team of 7)

January, 2016 – Present

- Worked with 4 programmers, 1 artist, and 1 audio engineer.
- Collaborated and designed the core engine structure in C++ and emphasized separate systems.
- Participated in weekly scrum meetings and organized tasks amongst the team.
- Implemented various features and functions throughout the engine such as a parser to read XML data, physics based gameplay mechanics, and audio layout.
- Scripted, acted, and edited the [live action launch trailer](#) to promote the game.
- Won Peer Choice Award at The Sammy Awards 2016.

Scorching Sea (Team of 3)

January – March, 2015

- Worked with 3 programmers to create a real time strategy game on water conservation.
 - Built our own engine in JavaScript with our professor's prototype as a framework.
 - Conceptualized and wrote the combat system to engage the traveling player.
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WORK EXPERIENCE

Office Assistant: [Center for Games and Playable Media](#), UC Santa Cruz

April 2014 – December 2015

- Managed and updated the Center for Games and Playable Media's website.
- Utilized Drupal and basic HTML to work on the frontend and backend of the website.

Web Designer: [The Sammy Awards](#), UC Santa Cruz

August, 2015 and June, 2016

- Designed The Sammy Awards website to represent the undergraduate and M.S. games.
 - Organized and updated the website with Drupal, HTML, and BitKinex.
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ACTIVITIES

- Member of MEP (MESA Engineering Program)
 - Member of EOP (Educational Opportunities Program)
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EDUCATION

University of California, Santa Cruz

Bachelor of Science in **Computer Science: Computer Game Design** (June 2016)