Antony Robbins

301 Ellwood Beach Drive, Apt 7, Goleta, CA 93117 | androbbi@ucsc.edu | (805) 636-7870
https://github.com/androbbi | www.linkedin.com/in/androbbi

TECHNICAL SKILLS

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

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.
- Ran 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 treasure hunting 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.

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   **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.

ACTIVITIES

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

EDUCATION

University of California, Santa Cruz
Bachelor of Science in **Computer Science: Computer Game Design** (June 2016)