Antony Robbins

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TECHNICAL SKILLS

- Languages: C++, C, Java, Python, JavaScript
- Software: Git, Visual Studio, Blender, Photoshop, Illustrator, Premiere Pro

PROJECTS

Don't Throw Me Away (Team of 7)   **January 2016 – Present**

- Collaborated and designed the core engine structure from scratch 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.
- Won Peer Choice Award at The Sammy Awards 2016.

Scorching Sea (Team of 3)   **January 2015 – March 2015**

- Developed a real time strategy game set in an "ocean" with no seawater with a strict resource management system.
- Built our own engine in JavaScript with our professor's prototype as a framework.
- Conceptualized and wrote two unique combat systems to engage the exploring player.

WORK EXPERIENCE

CGPM: Office Assistant, UC Santa Cruz   **April 2014 – December 2015**

- Updated the Center for Games and Playable Media's website and social media accounts.
- Promoted and helped organize events for visiting game industry professionals.
- Utilized Drupal and basic HTML to work on the front end and back end of the website.

The Sammy Awards: Web Designer, UC Santa Cruz   **August 2015 and June 2016**

- Showcased the B.S. and M.S. student games with a simple but effective layout.
- Maintained and organized the website with Drupal, HTML, and BitKinex.

EDUCATION

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