**Antony Robbins**

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<http://antrobbins.me> | <https://github.com/androbbi> | <https://www.linkedin.com/in/androbbi>

**TECHNICAL SKILLS**

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

**PROJECTS**

[**Don’t Throw Me Away**](https://dontthrowmeaway.itch.io/dont-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**](http://antrobbins.me/scorching_sea/scorching_sea.html) **(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**](https://games.soe.ucsc.edu/)**: 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**](https://sammys.soe.ucsc.edu/home)**: 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)