**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

**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)