

Antonio Lee

Phone: 408-857-8257

Email: antoniolee@outlook.com

Web: people.ucsc.edu/~alee37

LinkedIn: <http://www.linkedin.com/pub/antonio-lee/61/196/351>

Summary

I am a game and web developer/designer. I use my skills in art, design, music and programming to create new forms of playable and interactive media. I've made several websites using HTML/CSS/Javascript with Javascript libraries (jquery, bootstrap, raphael, three.js) and a python based web framework (web2py). I'm a quick learner and like to help in all aspects of development when possible. I love trying new food, sight seeing and traveling with friends.

Skills

Web Development	Game Development	Software / Utility
HTML5 / CSS3 / LESS	Lua / Corona SDK	Adobe Photoshop / Design
Javascript/ Bootstrap.js	Java / Android SDK	Github / Agile Development Scrum
Python / web2py	C# / XNA 4.0	Ableton / Music Production

Work Experience

Undergraduate Researcher in Education and Web Development

October 2013 – June 2014

University of California, Santa Cruz

Santa Cruz, California

- Created two interactive web applications for two different studies under a professor at University of California, Santa Cruz and Gargani + Company (<http://www.gcoinc.com/>), funded by the National Science Foundation (NSF)
 - NSF Sortable: http://antoniolee.pythonanywhere.com/NSF_Sortable
 - A web application which generates a unique list of four generated teacher name cards which have different statistics represented by a bar graph and a picture of their face to match. The user rates the teacher by sorting the name cards in ascending order from most to least qualified. Results are stored into a database where information can be drawn out and findings/connections can be made.
 - Math Performance Predictor: <http://antoniolee.pythonanywhere.com/NSFUCSC>
 - Generates a bar graph which depicts predicted standardized math score statistics of students from 3rd – 8th grade depending on three variables which users can adjust. User accounts can be made and personal results can be recorded into a database.
- Created web layouts and designs for websites using Bootstrap.js
- Created graph & name card generator using JQplot.js , jquery.js, python & Web2py
- Created database to store data & results, user information & accounts, using SQLite and Web2py

Private Tutor

September 2013 – January 2014

Merit World

Santa Cruz, California

- Private tutor helping high school seniors with the fundamentals of web design.
- Help to create online portfolios and/or websites using wordpress.com or HTML / CSS

Web Developer / Graphic Design Intern
Cubico Media Labs LLC

June 2013 – September 2013
San Jose, California

- Used Photoshop & Illustrator to create web banners, graphics, t-shirt designs
- Used Photoshop to create different layouts and wireframes for Tres Royale's E-Commerce website
- Created an E-Commerce website for Tres Royale with responsive design using HTML/CSS/Bootstrap.js

Prep Cook / Counter
The Garret of Campbell / Jake's of Saratoga

August 2009 – August 2013
Campbell / Saratoga, California

- Made gourmet pizzas and handled ovens. Took orders at the register, helped open and close restaurant.

Game Development

CMPS 170-172: Game Design Sequence 1,2,3
Game Title: Now We're Cooking!

September 2013 – June 2014
<http://nwcgame.com>

- Now We're Cooking is a mobile game for Android and iOS devices. The story takes place in a reality cooking TV show in which the host has turned all the food evil. You now must utilize there chef powers to combine food by swiping different ingredients together, before it's too late. Food comes down in three different lanes, your job is to adjust lane speeds and create food by swiping food together.
- Roles: Lead Producer, Programmer and Audio Lead

CMPS 20: Game Design Experience
Game Title: Solar Crysis (CMPS 20 Sammy's Winner)

January 2012 – March 2012
<http://games.soe.ucsc.edu/project/solar-crysis/>

- Solar Crysis is a twin-stick shooter where the player controls a "nanobot" whose job is to constantly repair a continuously breaking solar panel. The solar panel is the playing field, when a panel is broken the nanobot can no longer cross the panel. The game has a choice/consequence aspect to it, where the nanobot can either protect itself from enemies or repair the solar panel, not both at the same time. Created using XNA 4.0 and C#.
- Roles: Lead Designer, Programmer, Artist

Education

Bachelor of Science in Computer Science: Game Design
University of California, Santa Cruz
GPA: 3.0

Santa Cruz, California
September 2010 – June 2014