

Antonio Lee

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Summary

I am an aspiring web designer and indie game developer who loves to create cool stuff! I'm a quick learner and like to help with as many aspects of the development process as possible, when possible. During my down time I like going out and trying new places to eat (searching for those gems), barbecuing, skateboarding, making music, hiking, sight seeing and most of all traveling with friends.

Skills

Front-End Web Development

HTML5	    
CSS3 & SASS	    
Bootstrap	    
JQuery	    
Angular	    

Programming Languages

Java	    
Javascript	    
C#	    
Python	    
Lua	    

Utilities: Design, Audio, Misc.

Illustrator	    
Photoshop	    
Ableton	    
Git	    
Scrum	    

Education

University of California, Santa Cruz

2010-2014

Bachelors of Science, Computer Science: Game Design

GPA 3.0

Relevant Coursework: Data Structures, Game Design, Game Development, Mobile Development, Digital Art and New Media, Hypermedia and the Web, Design Research

Work Experience

Undergraduate Researcher: Web Development

Oct 2013 - Jun 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)
- 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 using SQLite and Web2py

Private Tutor

Sept 2013 - Jan 2014

Merit World

Santa Cruz, California

- Private tutor teaching high school seniors with the fundamentals of web design
- Guide to help create online portfolio's using wordpress.com or HTML / CSS

Intern - Web Designer & Graphic Designer

June 2013 - Sept 2013

Cubico Media Labs LLC

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 a template for an E-Commerce website for Tres Royale with responsive design using HTML/CSS/Bootstrap.js

Prep Cook / Counter

Aug 2009 - Aug 2013

The Garret of Campbell - Jake's of Saratoga

Campbell - Saratoga, California

- Made gourmet pizzas and handled ovens. Prepared vegetables, marinara sauce, and other toppings for pizzas. Took orders at the register, served brews off tap, helped open and close restaurant.

Game Development

Solar Crisis

Solar Crisis is a fast paced two stick shooter where the player chooses to defend themselves or repair the solar panel they reside upon. As the solar panel degrades the level changes dynamically making it harder for the player to survive. This game can be played with up to four players, both versus and cooperatively.

<http://games.soe.ucsc.edu/project/solar-crisis/>

Now We're Cooking

Now We're Cooking is a mobile game for Android and iOS devices. The game is a cooking/strategy game that takes place in a reality cooking tv show. Somehow, the host has turned all the food evil. Players must successfully cook food and serve it before it reaches the player's chef who are desperately trying to fight them off.

<http://nwcgame.com>