Arthur Lee

Computer Science: Computer Game Design

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OVERVIEW

I am a new graduate from UCSC with a BS in computer science: computer game design . I have experience in many coding languages and am interested in working with video games, through game design, audio, and more. Check my portfolio link above to see all my work!

Projects

Rhythm Game   2023
- Game designer/developer and audio lead for a shipped game made on Unity called "Abrakajumpa", available on Steam.
- Gained knowledge on how to use FMOD and integrate digital audio.

Mythos Fighters   2023
- Unity fighting game made in less than a month
- Gained knowledge of animation pipeline and game development

Ogre Swap   2023
- Ogre Swap is a browser game I made on JS/HTML using the 'Crisp Game Lib' framework and deployed on GitHub Pages
- Gained knowledge on how to learn a framework quickly

GTA6 Fan Game   2024
- Unity driving game similar to GTA
- Gained knowledge on AI, nav mesh, car physics and driving, UI, instantiation, and spawn programming.

Abrakajumpa   2024
- Game designer/developer and audio lead for a shipped game made on Unity called "Abrakajumpa", available on Steam.
- Gained knowledge on how to use FMOD and integrate digital audio.

EDUCATION

City College of San Francisco

2018 – 2022   Associate's Computer Science
- Studied computer science and gained fundamental skill in computer science. Learned Python, C++, and java.

University of California Santa Cruz

2022 – 2024   BS CS Game Design
- Studied game design and made a capstone project through Unity and released it on Steam. Learned many different programs and worked with audio.

Skills: Programming, game design, digital audio, Unity, C++, C#, Java, JS, HTML, CSS, FMOD, basic 3D animation, 2D art