Arthur Lee

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OBJECTIVE

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!

EXPERIENCE

Mission Bit, San Francisco   August 2024 - Present
Game Design Assistant Instructor
- Taught high school students the fundamentals for Unity game design.
- Collaborated with educational team to teach students.
- Planned out lessons and presentations for students.

Andronico's, San Francisco   September 2024 - Present
Multipurpose Clerk
- Prepared produce for customers by cutting and packaging produce.
- Worked from 3AM to 11AM to prepare produce before customers arrive.
- Helped Customers in need of assistance and learned customer support

Projects

Abrakajumpa   2024
Lead Game Designer and Audio Lead
- Created and shipped a game made on Unity to Steam.
- Collaborated with a small team to create Abrakajumpa, a small 2D platforming game.
- Programmed character movement and level flow as well as doing all the audio in the game.

Mythos Fighters   2024
Game Designer
- Worked in a small group to make a fighting game in less than a month using Unity.
- Programmed movement and VFX for characters.

EDUCATION

University of California Santa Cruz   Graduated June, 2024
Bachelor of Science in Computer Science: Computer Game Design

City College of San Francisco   Graduated May, 2022
Associates in Computer Science

SKILLS

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