Arthur D. Lee

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Computer Science: Computer Game Design

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

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

Education

- **University of California Santa Cruz** (2022 - 2024)
  Bachelor of Science in Computer Science (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.
- **City College of San Francisco** (2018 - 2022)
  Associate of Science in Computer Science - Studied computer science and gained fundamental skill in computer science. Learned Python, C++, and java.

Skills:

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