Arthur Li Baum

Technical Designer

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SKILLS

- Programming C, C++, C#, Python, Lua
- Developing and designing in Unity, Unreal, and Custom C++ Engines
- Closely collaborating with small to mid-sized interdisciplinary teams
- Communicating technical and design concepts to both internal and external teams

EXPERIENCE

Development Intern, Acute Owl Studios

Grimshire - Survival Farm Simulation   MAY 2022 - JULY 2022

- Developed a robust inventory management system with associated UI
- Structured and designed multiple gameplay mechanics in Unity
- Wrote and maintained documentation and visualizations and conducted code reviews

PROJECTS

Technical Lead / Producer / Unity 3D Developer

Basil and the Isles of Spice **-** Expressive 3D Platformer   AUGUST 2022 - DECEMBER 2023

- Engineered modular game architecture and robust 3D platformer controller
- Collaborated with design, art, and sound leads toward shipping the game on Steam
- Coordinated automated and remote build verification testing

Engine Developer / Producer

Gold Swarm **-** Cooperative Top Down Dungeon Crawler   AUGUST 2021 - MAY 2022

- Programmed a custom 2D game engine in C++
- Integrated Lua scripting for game object behaviors
- Provided telemetry solutions for playtesting

EDUCATION

BS in Computer Science & Game Design

DigiPen Institute of Technology, Redmond, WA   GRADUATION: MAY 2024

EXPERIENCE CONTINUED

Volunteer Organizer, Seattle Indies

JANUARY 2021 - CURRENT

- Produced interviews with developers at the Seattle Indies Expo (SIX) 2023
- Co-hosted and organized Global Game Jam 2024

Student Government President, DigiPen Institute of Technology

AUGUST 2023 - APRIL 2024

- Conducted surveys and data analysis from 1000+ student body
- Coordinated restructuring of the course feedback process

Unreal Programmer/Designer, No Hope Studios

Hell's Quandry - Wave-Based Survival Shooter   AUGUST 2017- JANUARY 2018

- Delivered a viable prototype while working full-time
- Presented at Penny Arcade Expo (PAX): South 2018

Flight Paramedic Sergeant, United States Army

JANUARY 2012 - FEBRUARY 2020

- Operated as a helicopter crew member while performing critical patient care
- Led and organized multiple teams during military and medical operations