

COMPUTER SCIENCE: GAME DESIGN B.S. STUDENT

Computer Science: Game Design student at University of California, Santa Cruz. Looking forward to utilizing my technical skills as an intern.

TECHNICAL SKILL SET

- Python
- C++
- HTML5
- CSS
- JavaScript

PROJECTS

Personal Portfolio

<https://arthurlin-dev.github.io/>

Website created from scratch using HTML, CSS, and JavaScript.

Element Gauntlet - Game

<https://arthurli.itch.io/element-gauntlet>

2D Side-Scroller Platformer Game Programmed in Construct 3.

Arthur's Fishing Adventure - Game

<https://arthurli.itch.io/arthur-s-fishing-adventure>

HTML Text Based Game.

PROFESSIONAL EMPLOYMENT HISTORY

Target Security Specialist

Target Corporation

August 2021 - December 2021

- Skills using intelligence-led tactics to keep team members and guests safe and secure
- Experience in crisis response, safety and crowd management; providing support to both guests and team members
- Skills in de-escalation as well as experience with recovering stolen merchandise to prevent shortage
- Ability to utilize Target's video surveillance system
- Ability to properly document cases using industry case management systems

EDUCATIONAL QUALIFICATIONS

2019 - 2021 AS (Associate in Science) Computer Science with Honors, Foothill College

2021 - Current BS (Bachelor in Science) Computer Science: Game Design Student, UC Santa Cruz

AWARDS/SCHOLARSHIPS

Dean's List Scholar - Foothill College 2020 Academic Excellence

Dean's List Scholar - Foothill College 2021 Academic Excellence