

ARTHUR JOE-LEUN THAM

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EDUCATION

Bachelor of Science, Computer Science, GPA 3.655

June 2019

University of California, Irvine

Dean's Honor List (8 quarters)

Donald Bren School of Information and Computer Science Honor's Student

RESEARCH EXPERIENCE

Undergraduate Research Assistant

January 2018 – June 2018

UC Irvine Health and Information Lab

Irvine, CA

- Assisted in research and published a study on mobile health applications and their qualities and features, resulting in a better understanding on its popularity and effectiveness among mobile users.

LEADERSHIP EXPERIENCE

Director

September 2017 – June 2018

Change Thru Games

Irvine, CA

- Organized and directed a 24-hour video game charity event that provided participants de-stress opportunities through video games and board games resulting in their de-stressing from regular activities.
- Directed and produced a livestream on the Twitch and YouTube platforms
- Raised \$1266 for the American Foundation for Suicide Prevention to support research on mental health and suicide prevention.

Founding Director

August 2017 - Present

Edge Basketball Classic

Irvine, CA

- Founded and maintained two month-long basketball tournaments over two years for 100 freshman, transfer, and international students resulting in the promotion of campus recreation at UC Irvine.
- Refereed 24 basketball games amounting to 370 minutes of gameplay, controlling the pace of play and resulting in a fun, encouraging environment.
- Created and maintained a website and Facebook page by producing videos and promotional graphics resulting in event exposure.

Intramural Sports Captain's Chair

June 2017 - Present

Circle K International at UC Irvine

Irvine, CA

- Organized and assisted a cohort of 10 captains in creating opportunities for 400 undergraduate students to learn and play new sports resulting in an overall increase in physical wellness.
- Conceived and distributed interest forms and information to players and analyzed survey data to create a better experience for all players and fans.
- Networked with other organizations and teams to promote unity through competition and fellowship.

Technology Chair

March 2016 – March 2017

Circle K International at UC Irvine

Irvine, CA

- Maintained a 1st place, award-winning website utilized by 400 members, allowing them to register for events and track their community service hours and activities.
- Developed tools with PHP and SQL that help club administrators perform their duties and process membership data electronically resulting in a faster workflow.

TEACHING/MENTOR EXPERIENCE

Student Mentor

January 2017 – September 2017

UCI Summer Session

Irvine, CA

- Mentored 319 incoming undergraduate freshmen to ease their transition to college life.
- Assisted in implementing special programs through event planning resulting in a welcoming environment for its participants.

Python Lab Tutor

September 2016 – December 2016

Donald Bren School of Information and Computer Science

Irvine, CA

- Tutored 44 students in programming labs for introductory programming resulting in their better understanding of programming languages and coding.
- Assisted in administering and monitoring exams for the introductory programming course.
- Assisted in development of Python class resources as supplementary material for current Python class students.

Family Big**March 2016 - March 2017**

Circle K International at UC Irvine

Irvine, CA

- Mentored 30 undergraduate students in school involvements in community service and leadership to assist them in their collegiate careers.
- Assisted in implementing social programs through event planning resulting in networking opportunities for undergraduate students.

Elementary English Teacher**July 2014 – July 2014**

Qingshui Elementary School, Overseas Youth English Teaching Volunteer Service Program in Taiwan

Taichung, Taiwan

- Developed and taught a 2-week American English course to 3rd grade elementary students of Hakka descent resulting in their better understanding of the English language and American culture.
- Organized summer activities for elementary students including physical education and talent shows to further diversify their skillset.

WORK EXPERIENCE**Marketing and Operations General Assistant****March 2018 – Present**

UCI Summer Session

Irvine, CA

- Assisted in classroom and event preparation for summer school activities including two large-scale carnival events and various lectures by professional speakers.
- Troubleshoot classroom equipment including projectors and computers resulting in smooth event experiences.
- Inputted and organized data for inventory and surveys into reports in Excel resulting in effective marketing analysis.

Marketing Liaison**February 2017 – September 2017**

UCI Summer Session

Irvine, CA

- Emceed for the UCI Second Annual Night Market to introduce talent acts and games, host opportunity drawing, and excite large audiences resulting in continuous entertainment of over 400 attendees.
- Wrote, directed, and produced two promotional videos and two recap videos for events that leads to student enrichment of on-campus events.

Technology Intern**January 2016 – March 2016**

Circle K International at UC Irvine

- Assisted in front-end development of webpages resulting in a quicker workflow for club members and administrators.
- Posted announcements on behalf of club administrators resulting in further outreach of information to club members.

Videographer**October 2015 – June 2016**

Anteater Television

- Covered large-scale UCI events as a videographer resulting in a visual outreach of news and information.
- Hosted live-reported segments on the Snapchat platform resulting in outreach to the niche audience.

PROJECTS**Petey Jump****November 2017 – March 2018**

- Programmed experience and chance mechanics that allows users to train the best "Petey's" in UCI.
- GameMaker Language 1, MySQL, PHP, Photoshop, Audacity.

Super Smash Anglers**February 2018**

- Programmed a 3D game featuring fish trying to knock each other off a platform.
- Voice-acted and re-sequenced sound effects and music for all characters resulting in a more authentic experience.
- Created as a participant in HackUCI 2018.
- Unity, Photoshop, Garageband, Audacity.

Induction Night**March 2017 – June 2017**

- Developed random-world generator for a hide-and-seek game allowing users to discover over 50 familiar faces at Circle K International at UC Irvine and popular locations around UC Irvine resulting in user enrichment of club history.
- GameMaker Language 1, MySQL, PHP, Photoshop, GarageBand, Audacity.

Fabflix**January 2017 – March 2017**

- Developed the front-end and back-end of a website utilizing Java and Apache Tomcat that allows users to search for movies by various filters resulting in faster access to movie information.
- HTML, Javascript, Java, Apache Tomcat, Amazon Web Services, Google Cloud.

Enlighten Your Day**January 2017**

- Developed a Google Chrome extension that offers inspirational quotes upon opening new tabs.
- Created as a participant in HackUCI 2017.
- HTML, Javascript.

Millionaire: UCI Circle K Edition**October 2016**

- Programmed a game in that tests the knowledge of club members resulting in their expanding knowledge about the history of the club.
- GameMaker Language 1, MySQL, PHP, Photoshop, Garageband, Audacity.

Othello**March 2016**

- Programmed the graphic user interface of an Othello puzzle game that utilizes little computer resources, allowing users to interact with the puzzle game board easily and efficiently.
- Python 3 with tkinter

PAPERS AND PRESENTATIONS**"A Feature Analysis of Popular Diet, Fitness, and Weight Self-Tracking Mobile Apps on Google Play"****June 2018**

Honors Paper and UROP Poster Presentation, Donald Bren School of Information and Computer Science
Dr. Elizabeth Eikey, **Arthur Tham**, Lois Kim

"Health Gamification: Video Game Impact on Physical Health"**June 2017**

Research Project, Donald Bren School of Information and Computer Science
Arthur Tham, Christine Soberano, Claudia O'Flaherty, John Paul Legaspi

"Game Induction, Developing A Game"**June 2017**

Workshop Host, Circle K International at UC Irvine
Arthur Tham

"Making Games in GameMaker: Studio"**November 2016**

Workshop Host, Circle K International at UC Irvine
Arthur Tham

AWARDS**Dean's Honor List (8 times)**, University of California, Irvine**August 2015 – Present****Information and Computer Science Honor's Status**, Donald Bren School of Information and Computer Science**June 2018****Membership Recognition Program: Silver**, Circle K International at UC Irvine**March 2018****Board Member of the Year**, Circle K International at UC Irvine**June 2017****Membership Recognition Program: Bronze**, Circle K International at UC Irvine**March 2017****Club Website: 1st Place**, Circle K International at UC Irvine**March 2017****Project of the Month: Change Thru Games**, Circle K International at UC Irvine**January 2017****Niles Rotary Scholarship Recipient**, Niles Rotary Club**September 2015****LANGUAGE SKILLS****English:** Native language.**Mandarin Chinese:** Speaks well, writes somewhat well, reads somewhat well.**COMPUTER SKILLS****Programming Languages:** Proficient in GameMaker Language 1; Experience in Java, Unity, C#, Python, MySQL, PHP, front-end web development.**Social Media:** Experience in Facebook Pages, Google Sites, YouTube.**Digital Media:** Experience in Final Cut Pro, Audacity, GarageBand, Photoshop, Adobe Premiere Pro.**Office Applications:** Experience in Word, Excel, Outlook, G Suite applications, Adobe Acrobat.**Operating Systems:** Windows, macOS, iOS**MEMBERSHIPS****General Member**, Circle K International at UC Irvine**October 2015 – Present****Freshman Edge Participant**, UCI Summer Session**August 2015 – September 2015****Member**, Mental Health in Design "Virtual" Lab**July 2018 – Present**