ARTHUR J. THAM

Software Engineer, Game Developer & Commentator
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About

I am a software engineer looking to turn my hobby as a game developer to a career! I have worked on various game projects as a programmer and director with the goal of bringing positivity and quality entertainment to consumers. I am currently looking for industry opportunities to expand my journey in the gaming/technology domain.

Education

M.S. in Computer Science Candidate
University of California, Irvine
Expected to Complete in March 2021
3.77 GPA, Teaching Assistant.

B.S. in Computer Science
University of California, Irvine
Specialization in Information, Class of 2019
3.69 GPA, Dean's Honor List, ICS Honors, Research Assistant.

Skills

Technical Skills
GameMaker:Studio: 6+ years, 7+ projects.
Python: 5+ years, 3+ projects, 6+ courses, tutor experience.
Unity: 3+ years, 5+ projects, 1+ courses.
Java: 2+ years, 1+ projects, 2+ courses.
Other: PHP/mySQL, HTML/CSS, C#, C++, MS Office Suite, Google Drive Suite, Photoshop, Final Cut Pro.

Other Skills
Mentorship: Teaching assistant and tutor for 3 college classes, basketball coach for 2 years.
Project Management/Director: 4 game projects.
Field Reporter: Facebook Live, Snapchat, YouTube.
PA Announcer: 10 basketball games in 2019-2020.
Play-by-play Commentator: 5 amateur eSports events including Super Smash Bros. and Tetris, live on Twitch.

Featured Projects

Who Wants to be a Millionaire | Personal, June 2020.   **Programmer/Project Manager**
"Millionaire" is an educational trivia game based off the U.K. game show of the same name. Players answer 15 questions on various topics in increasing difficulty to win 1 million virtual dollars while increasing their general knowledge.
Tools: GM:S, Photoshop, Garageband. https://browntulstar.itch.io/millionaire

Octopet | HackSC 2019, April 2019. Best Entertainment Hack Runner-up.   **Programmer**
"Octopet" is an Android mobile-health application powered by Google Cloud that gamifies the self-tracking of players' consumption of healthy foods to foster the growth of a virtual pet. Featured in the HackSC 2020 social media showcase.
Tools: Android Studio, Java, Google Firebase. https://devpost.com/software/octopet

HackUWU | HackUCI 2019, February 2019. Best Jock Hack Co-winner.   **Programmer/Game Designer/Voice Actor**
"HackUWU" is an interactive game where players tap on "uwus" to increase positivity while avoiding common college temptations such as cats, boba, and sandwiches. It educates players on college culture and its common distractions.
Tools: GM:S, PHP, mySQL, Photoshop, Audacity, Twilio SendGrid. https://www.hackuwu.tech/anteaters/

Petey Jump | UCI Circle K 2017, November 2017.   **Programmer/Game Designer**
"Petey Jump" is an incremental game about athletic anteaters named "Peteys" training to be the highest jumpers among all the anteaters. It re-tells a college experience in the eyes of a typical UC Irvine student with their anteater plushie.
Tools: GM:S, PHP, mySQL, Photoshop. http://nexus.ucicirclek.com/PeteyJump/

Experience

Teaching Assistant | Donald Bren School of Information and Computer Science   **September 2019 – Present**
- Oversee 66 students in a video games sociology course, assisting them in game development and design while fostering their interest in the history and fundamentals of games resulting in a boost of interest in their game studies.

Referee | UCI Campus Recreation   **January 2019 – March 2020**
- Managed scorekeeping and enforce rules on five organized basketball and softball games per week resulting in a smooth game experience for amateur collegiate players.
- Called 10 basketball games as a public address announcer in the Bren Events Center, enhancing the fan experience.

Marketing/Operations Assistant | UCI Summer Session   **March 2018 – June 2019**
- Assisted in classroom and event preparation for summer school activities including two large-scale carnival events and various lectures by professional speakers.
- Hosted live streams on Facebook Live and stories on Snapchat reporting on summer events around the university.

Director | Change Thru Games   **August 2017 – June 2018**
- Oversaw the production of a 24-hour video game charity event where participants play in a variety of gaming tournaments, raising $1266 for the American Foundation for Suicide Prevention charity.

Technology Chair | Circle K International at UC Irvine   **March 2016 – March 2017**
- Developed tools for a 1st place, award-winning website utilized by 400 members, developing features to register for events and track their event activities.