

ARTHUR J. THAM

Software Engineer, Game Developer
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About

I am a software engineer looking to become a game developer. During college, I worked on game projects as a programmer and project manager for on-campus organizations and independently, published primarily on the web. I am currently looking for industry opportunities to expand my journey in the gaming/technology domain.

Education

M.S. in Computer Science

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#, MS Office Suite, Google Drive Suite, Photoshop, Final Cut Pro.

Other Skills

Mentorship: Teaching assistant and tutor for 4 college classes, basketball coach for 2 years.

Marketing:

Project Management/Director: 4 game projects.

Field Reporter: Facebook Live, Snapchat, YouTube.

Featured Projects

Who Wants to be a Millionaire | Personal, June 2020.

Programmer/Project Manager

Role: Spearheaded coding of the base application and back-end database. Managed a team to research and conceive trivia questions.

App Description: "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 Used: GM:S, Photoshop, Garageband. | **Game Link:** <https://browntulstar.itch.io/millionaire>

Octopet | HackSC 2019, April 2019. Best Entertainment Hack Runner-up.

Programmer/Project Lead

Role: Acted as project lead, co-developing the image processing Google API and reward system workflow and maintaining source control.

App Description: "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 Used: Android Studio, Java, Google Firebase. | **Project Link:** <https://devpost.com/software/octopet>

HackUWU | HackUCI 2019, February 2019. Best Joke Hack Co-winner.

Programmer/Game Designer/Voice Actor

Role: Independently developed the base web application with touch control implementations and linked it to various web data APIs.

App Description: "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 Used: GM:S, PHP, MySQL, Photoshop, Audacity, Twilio SendGrid. | **Game Link:** <https://www.hackuwu.tech/anteaters/>

Petey Jump | UCI Circle K 2017, November 2017.

Programmer/Game Designer

Role: Developed narrative-driven game in collaboration with an artist and writer. Programmed transition systems and connection to an account-based back-end system.

App Description: "Petey Jump" is an incremental game about athletic anteaters named "Petey's" 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 Used: GM:S, PHP, MySQL, Photoshop. | **Game Link:** <https://nexus.ucicirclek.com/PeteyJump/>

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.