ARTHUR JOE-LEUN THAM

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Education

M.S., *Computer Science*   *Class of 2021*
B.S., *Computer Science*   *Class of 2019*
University of California, Irvine
3.689 GPA | Dean's Honor List, 10 quarters

Skills

Languages: Proficient in GameMaker Language 1; Experience in Python, Java, Unity, C#, MySQL, PHP, front-end web dev.
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

Projects

HackUWU | http://hackuwu.tech | http://www.facebook.com/hackuwu   ***February 2019***
- Produced clicking game at a 36-hour hackathon featuring staples of UC Irvine resulting in players' broader knowledge of campus culture and hackathon corporate sponsors. *GML 1, MySQL, PHP, G-Cloud Platform, Ubuntu, SendGrid, Facebook.*

Petey Jump | http://nexus.ucicirclek.com/PeteyJump/   ***November 2017-March 2018***
- Programmed experience and chance mechanics that allows users to train the best "Peteys" in UCI. *GML 1, MySQL, PHP.*

Induction Night | http://nexus.ucicirclek.com/IN/   ***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. *GML 1, MySQL, PHP, Photoshop, GarageBand, Audacity.*

Experience

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

Basketball/Softball Referee   ***January 2019 – Present***
UCI Campus Recreation
- Manage scorekeeping and enforce rules on five organized basketball and softball games per week resulting in a smooth experience for UCI student and staff players.

Marketing and Operations General Assistant   ***March 2018 – June 2019***
UCI Summer Session
- 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.
- Inputted and organized data for inventory and surveys into reports in Excel resulting in effective marketing analysis.

Undergraduate Research Assistant   ***January 2018 – June 2019***
Health and Information Lab, UC Irvine
- 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.

Student Mentor/Marketing Liaison   ***January 2017 – September 2017***
UCI Summer Session
- 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.
- 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.

Lab Tutor   ***September 2016 – December 2016***
Donald Bren School of Information and Computer Science
- Tutored 44 students in programming labs for introductory programming resulting in their better understanding of programming languages and coding.

Technology Chair   ***March 2016 – March 2017***
Circle K International at UC Irvine
- 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.