

# Charles Lesser

GAME DESIGNER AND DEVELOPER STUDENT WITH EXPERIENCE IN XR

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## Education

### University of California, Santa Cruz

Santa Cruz, California

BS in Computer Science: Game Design

2023 - Current

- GPA: 3.9 (in progress, expected graduation 2027)

## Experience

### SET Lab, UC Santa Cruz

Santa Cruz, California

Research Assistant

Oct 2023 - Present

- Researches multi-user VR interfaces for scientific applications in civil engineering and marine science.
- Collaborated with Soga Research Group at UC Berkeley to develop VR prototypes for evacuation simulation.
- Developed multi-user VR games with projectile mechanics and deployed to the Meta Quest Store.

### Mira Costa High School

Manhattan Beach, California

Teaching Assistant

Aug 2022 - Jun 2023

- Taught students basics of programming and prepared them for the AP computer science tests.
- Programmed the prototype digital hall pass system for Mira Costa High School.
- Led the virtual reality booth at the Mira Costa High School STEM fair.

### Dive n' Surf

Redondo Beach, California

Rental/Repair Specialist

Summer '21, Summer '22

- Inspected, maintained, and repaired scuba equipment.
- Cleaned and filled scuba tanks with compressed air or oxygen enriched air.
- Used spanish language skills to communicate with local and international customers and coworkers.

## Skills

### Programming Languages

C#, Javascript (Three.js, WebXR, Node.js), C++, Java, Python, C, Assembly

### Engines

Unity (Mapbox, Photon, OpenXR), Unreal, Twine

### Game Dev Skills

Collaboration (Github), Game AI, Multi-user spaces (Photon), XR Interaction, UI/UX design

## Selected Publications

Eye Ball: Gazing as a Dilemma in a Competitive Virtual Reality Game

Michael Lankes, Samir Ghosh, Charles Bishop Lesser, Katherine Isbister

Extended Abstracts of the CHI Conference on Human Factors in Computing Systems, 2024, New York, NY, USA

## Game Projects

### Shattered Wake

Shattered Wake is my current project, a strategy RPG involving raising slain enemies from the dead as allies. Bones are modular, as the player makes their own skeletons. The game is made in Unity using C#.

### Arcana

Arcana is a card-battler that played with tarot cards and fixed progression. All game systems are dynamic to allow for future development. This game was made in Unity using C#.

## Interests

### Water Polo

I've played water polo since I was ten, on clubs and school teams. At UCSC, I play for the men's water polo club team.

### Tabletop Role-playing Games

My dad introduced me to the world of D&D when I was eight. Even now, I run a weekly campaign and play in another.

### Scuba Diving

Working in a dive shop and becoming PADI rescue certified allowed me to explore the underwater world.