

Charles Lesser

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Early career software engineer and game designer

Education

BS Computer Science: Game Design, Expected 2027

University of California, Santa Cruz - GPA 3.9 (Through Fall 2024)

Skills

VR Development: Meta Quest builds, VR Controller interactions

Game Dev: Collaboration (GitHub), multiplayer and networked interfaces (Photon)

Engines: Unity, Unreal Engine, Twine

Programming Languages: C#, C++, Javascript (Three.js), Java, Python, C, Assembly

Experience

Research Assistant, SET lab at UC Santa Cruz

Oct 2023 - present

The Social and Emotional Technology Lab researches human computer interaction and VR interfaces

- Research and implement ball throwing mechanics for Meta Quest based multiplayer interaction
- Perform and deploy standalone APK builds using Unity and the Meta Quest Developer Hub
- Identify bugs or opportunities for improvement and contribute modifications using GitHub
- Modify and extend multiplayer scoring system that runs on Photon

Teaching Assistant, Mira Costa High School

Aug 2022 - Jun 2023

The MCHS technology department taught classes and worked on projects for the school district

- 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 MCHS STEM fair

Rental/Repair Specialist, Dive n' Surf

Summer '21, Summer '22

Dive n' Surf provides instructional dive courses and ocean sport rentals

- 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

Publications

Michael Lankes, Samir Ghosh, **Charles Bishop Lesser**, and Katherine Isbister. 2024. [Eye Ball: Gazing as a Dilemma in a Competitive Virtual Reality Game](#) (CHI EA '24)

Projects

Arcana - Unity tarot card-battler with dungeon progression

2024

Ghili Suit - Unity top-down stealth game

2024

Tavernkeep - Twine-based resource management game focusing on loops

2024

Islands 3 - Multiplayer virtual reality game

2024

Digital Hall Pass - GSuite integrated QR scanner for Manhattan Beach Unified School District

2023

Islands 2 - Unity based 2D survival game featuring graphical overhaul

2021

Islands 1 - Java text-based survival game to practice interactive narrative

2019

Community Involvement

Member, Santa Cruz Game Design and Art Association

Apr 2023 - Present

Member, Santa Cruz Men's Water Polo Club

Sep 2023 - Present