

Charles Lesser

GAME DESIGNER AND DEVELOPER STUDENT WITH EXPERIENCE IN XR

+1 (310) 897-3421 | clessler@ucsc.edu | chlessler.github.io | [chlessler](https://github.com/chlessler) | [chlessler](https://chlessler.com)

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.

Dive n' Surf

Redondo Beach, California

Rental/Repair Specialist

Summer '21, '22, '25

- 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.

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.

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 made in Unity and scripted with C. It implements procedural map generation, data persistence, and modular scripts.#.

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

Water Polo is a way to stay healthy as well as drive my competitive spirit. I play for UCSC's water polo club team.

Tabletop Role-playing Games

Narrative storytelling in TTRPGs has allowed me to expand my creative and design capabilities significantly.

Scuba Diving

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