

Arthur Lee

independent game developer
and new media artist whose
work has been mentioned on
the onion a.v. club, rock paper
shotgun, g4tv.com, wired,
kotaku, joystiq, offworld, among
others.



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contact

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please visit my
portfolio

at
super
fun
dungeon
run
.com

Education

University of California, San Diego – June 2009

Bachelor of the Arts, Interdisciplinary Computing in the Arts–Visual Arts

Awarded Provost's Honors for 4 terms.

Graduated with a 3.4 GPA overall, and a 3.9 within the major.

Relevant Coursework includes Basic Data Structures and Object Oriented Design; Contemporary Computer Topics: Cultural Analytics; Culture, Art, Technology; Digital Imaging & Interactivity; Digital Media: Time, Movement, Sound; Object Oriented Programming (Java); Virtual Environments

University High School – June 2005

Graduated with a 3.2 GPA. Received AP Scholar Award and Golden State Exam Awards.

Relevant Work Experience

Designer, Insignificant Studios – Sept 2005 - Present

Planned, programmed, and created assets for a number of acclaimed independent video games, including artwork, music, and promotional materials.

<http://www.superfundungeonrun.com>

Web-based Software Engineer, Kereshmeh Records – June 2007 - Sept 2007

Worked with MySQL and PHP to design and implement a database driven backend to replace a hand-written HTML based design.

<http://www.kereshmeh.com/> (*various changes to the design have occurred since my contribution*)

3D Character Animator, Team Garry – Sept 2005 - Dec 2005

Created 3D player animation assets. Modeled and textured 3D assets for use in-game. Prototyped and created portions of code for use within in-game authoring tools.

<http://www.garrysmud.com>

Web Designer, University of California, San Diego – Sept 2005 - June 2009

Produced the official Sixth College website based on mockups provided by a design committee, as well as a backend used to facilitate content updates.

<http://cat.ucsd.edu>

2D Animator, UCSD Alumni Association – Dec 2008 - June 2009

Produced a 2D Flash animation for use in an online magazine based on a series of concept sketches.

References and additional work experience information available upon request.

Relevant Skills

- Experienced in all facets of game development, including planning, programming, and creation of various assets, including music, artwork, and sound effects.
- Familiarity with C++, Java, Actionscript, PHP, MySQL, Lua, and HTML.
- Solid problem solving skills as a result of years of experience as a software engineer.
- Experienced with working within a team to overcome obstacles and achieve goals within any given timeframe.