Charles Scott

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View my Projects at: charlesrscott.com

Education

Bachelor of Science in Computer Science | Bachelor of Science in Game Design and Development

University of Arizona, Tucson AZ | anticipated graduation: May 2025

GPA: 4.0 | Dean's List Honorable Mention | Academic Honors | National Merit Scholarship

Academic Experience

ISTA 551 - Game Development | May 2022

- Demonstrated proficiency with the Unity Game Engine and C# programming language. Balanced idle game costs, designed roguelike upgrade system.

- Games can be viewed at: https://zero4304.itch.io/evolution-unbound, https://zero4304.itch.io/federations-idle

Honors Contract Game – ISTA 251: Introduction to Game Design | August 2021 – December 2021

- Spent the semester working on a playable build of a tabletop card game, *Runestones*, drawing inspiration from *Magic: the Gathering* and *Warhammer 40,000*.

Work & Extracurricular Experience

Unity Developer - Finding Lake Chewaucan | September 2023 – Present

- Worked part time on developing an educational game in Unity as part of National Science Foundation Grant Award #2228632. Designed and developed multiple systems including a quest system and UI, key rebindings using the Input System package, and a match 3 minigame.

Code Sensei at Code Ninjas | May 2023 – August 2023

- Worked as a coding instructor ("Code Sensei") at Code Ninjas in Reno. Taught kids from ages 7-13 coding and game development using Makecode Arcade, Unity, Roblox, and Lego Spike Prime.

Global Game Jam 2023 | January 2023

• Worked with 3 other students on a week-long game making contest. Helped create core game concept and design power-ups.

• Our game, *An Acorn's Odyssey*, won best game for the Tucson jam site.