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 | 2025

GPA: 3.95 | Dean's List Honorable Mention | Academic Honors | National Merit Scholarship

Skills: C, C#, Java, Python, Unity Engine, Github

Academic Experience

Honors Capstone Project | December 2025

• Created a prototype turn-based tactical game for honors in game design and development.

Developed an extensive modular skill-tree system, simple enemy AI, and grid-based movement with line of sight and fog of war.

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

Work Experience

Research Technologist, University of Arizona - 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 to be integrated with multiple parts of the project, settings menus, and minigames.

Code Sensei at Code Ninjas | May 2023 – Present

• 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.