

Charles Scott

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Education

Bachelor of Science in Computer Science | University of Arizona, Tucson AZ | 2025

Bachelor of Science with Honors in Game Design and Development | University of Arizona, Tucson AZ | 2025

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

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

Academic Experience

Honors Capstone Project | December 2025

- Solo project to create a prototype turn-based tactical game for honors in game design and development.
- Conducted interviews to assess player expectations and desires for the genre and core concept.
- Focused design on creating extensive customization options for unit variety without high technical burden.
- Emphasized replayability to adapt for limited development time.

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.
- As the primary programmer, collaborated with the designer to create minigames that engage young players using familiar mechanics while delivering information.

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.
- Led classes of 16-20 children in designing and coding their own games.
- Mentored older students aged 14-16 in developing solo Unity projects from conception to completion.
- Managed other Senseis as lead to ensure procedures were followed and each child had the opportunity for 1 on 1 instruction.
- Spoke to parents to clearly communicate learning objectives and student progress.