

# 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.
- Focused on building extensible systems for possible future development using event-driven programming and Unity Scriptable Objects.
- Used Unity tools to lay out UI information in a readable manner.

## 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, built several minigames to designer specifications.
- Worked with a UI designer to implement multiple clear and functional UIs in Unity.

**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 strong 1 on 1 instruction.
- Spoke to parents to clearly communicate learning objectives and student progress.