

# ARTHUR JOE-LEUN THAM

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## EDUCATION

### Master of Science, Computer Science

University of California, Irvine

June 2021

### Bachelor of Science, Computer Science, GPA 3.689

University of California, Irvine

Dean's Honor List (10 quarters)

Donald Bren School of Information and Computer Science Honor's Student

June 2019

## RESEARCH EXPERIENCE

### Undergraduate Research Assistant

UC Irvine Health and Information Lab

January 2018 – June 2019

Irvine, CA

- Assisted in research and published a study on mobile health applications and their qualities and features, resulting in a better understanding on its popularity and effectiveness among mobile users.

## LEADERSHIP EXPERIENCE

### Director

Change Thru Games

September 2017 – June 2018

Irvine, CA

- Organized and directed a 24-hour video game charity event that provided participants de-stress opportunities through video games and board games resulting in their de-stressing from regular activities.
- Directed and produced a livestream on the Twitch and YouTube platforms
- Raised \$1266 for the American Foundation for Suicide Prevention to support research on mental health and suicide prevention.

### Founding Director

Edge Basketball Classic

August 2017 - Present

Irvine, CA

- Founded and maintained two month-long basketball tournaments over two years for 100 freshman, transfer, and international students resulting in the promotion of campus recreation at UC Irvine.
- Refereed 24 basketball games amounting to 370 minutes of gameplay, controlling the pace of play and resulting in a fun, encouraging environment.
- Created and maintained a website and Facebook page by producing videos and promotional graphics resulting in event exposure.

### Intramural Sports Coordinator

Circle K International at UC Irvine

June 2017 – June 2019

Irvine, CA

- Organized and assisted a cohort of 10 captains in creating opportunities for 400 undergraduate students to learn and play new sports resulting in an overall increase in physical wellness.
- Conceived and distributed interest forms and information to players and analyzed survey data to create a better experience for all players and fans.
- Networked with other organizations and teams to promote unity through competition and fellowship.

### Technology Chair

Circle K International at UC Irvine

March 2016 – March 2017

Irvine, CA

- Maintained a 1<sup>st</sup> place, award-winning website utilized by 400 members, allowing them to register for events and track their community service hours and activities.
- Developed tools with PHP and SQL that help club administrators perform their duties and process membership data electronically resulting in a faster workflow.

## TEACHING/MENTOR EXPERIENCE

### Student Mentor

UCI Summer Session

January 2017 – September 2017

Irvine, CA

- Mentored 319 incoming undergraduate freshmen to ease their transition to college life.
- Assisted in implementing special programs through event planning resulting in a welcoming environment for its participants.

### Python Lab Tutor

Donald Bren School of Information and Computer Science

September 2016 – December 2016

Irvine, CA

- Tutored 44 students in programming labs for introductory programming resulting in their better understanding of programming languages and coding.
- Assisted in administering and monitoring exams for the introductory programming course.
- Assisted in development of Python class resources as supplementary material for current Python class students.

**Family Big****March 2016 - March 2017**

Circle K International at UC Irvine

Irvine, CA

- Mentored 30 undergraduate students in school involvements in community service and leadership to assist them in their collegiate careers.
- Assisted in implementing social programs through event planning resulting in networking opportunities for undergraduate students.

**Elementary English Teacher****July 2014 – July 2014**

Qingshui Elementary School, Overseas Youth English Teaching Volunteer Service Program in Taiwan

Taichung, Taiwan

- Developed and taught a 2-week American English course to 3<sup>rd</sup> grade elementary students of Hakka descent resulting in their better understanding of the English language and American culture.
- Organized summer activities for elementary students including physical education and talent shows to further diversify their skillset.

**WORK EXPERIENCE****Basketball/Softball Referee****January 2019 – Present****UCI Campus Recreation**

Irvine, CA

- Manage scorekeeping and enforce rules on five organized basketball and softball games per week resulting in a smooth experience for UCI student and staff players.

**Marketing and Operations General Assistant****March 2018 – June 2019**

UCI Summer Session

Irvine, CA

- Assisted in classroom and event preparation for summer school activities including two large-scale carnival events and various lectures by professional speakers.
- Troubleshoot classroom equipment including projectors and computers resulting in smooth event experiences.
- Inputted and organized data for inventory and surveys into reports in Excel resulting in effective marketing analysis.

**Marketing Liaison****February 2017 – September 2017**

UCI Summer Session

Irvine, CA

- Emceed for the UCI Second Annual Night Market to introduce talent acts and games, host opportunity drawing, and excite large audiences resulting in continuous entertainment of over 400 attendees.
- Wrote, directed, and produced two promotional videos and two recap videos for events that leads to student enrichment of on-campus events.

**Technology Intern****January 2016 – March 2016**

Circle K International at UC Irvine

Irvine, CA

- Assisted in front-end development of webpages resulting in a quicker workflow for club members and administrators.
- Posted announcements on behalf of club administrators resulting in further outreach of information to club members.

**Videographer****October 2015 – June 2016**

Anteater Television

Irvine, CA

- Covered large-scale UCI events as a videographer resulting in a visual outreach of news and information.
- Hosted live-reported segments on the Snapchat platform resulting in outreach to the niche audience.

**PROJECTS****Dungeon-Masters****June 2019**

- Supported programming initiatives for reinforcement learning agent for dungeon crawler game.
- Directed project direction and acted as liaison between the group and the competition leads.
- Published blog updated on Github Pages using Markdown language.
- Python, PyTorch, Microsoft Malmo, Git, Github Pages, Markdown.

**Octopet****April 2019**

- Produced clicking game at a 36-hour hackathon featuring staples of UC Irvine resulting in players' broader knowledge of campus culture and hackathon corporate sponsors.
- GameMaker Language 1, MySQL, PHP, G-Cloud Platform, Ubuntu, SendGrid, Facebook.

**UCICKI Remix****March 2019**

- Re-programmed 18 games in a mini-game-style challenge game for web devices.
- Acted as liaison in gaining rights to original games.
- GameMaker Language 1, MySQL, PHP, G-Cloud Platform, Ubuntu.

**HackUWU****February 2019**

- Produced clicking game at a 36-hour hackathon featuring staples of UC Irvine resulting in players' broader knowledge of campus culture and hackathon corporate sponsors.
- GameMaker Language 1, MySQL, PHP, G-Cloud Platform, Ubuntu, SendGrid, Facebook.

**The Adventure of Underwater Heroes****March 2018**

- Engineered sound effects and music for multiplayer action game.
- Unity, Garageband, Audacity.

**Fabflix****March 2018**

- Developed the front-end and back-end of a website utilizing Java and Apache Tomcat that allows users to search for movies by various filters resulting in faster access to movie information.
- HTML, Javascript, Java, Apache Tomcat, Amazon Web Services, Google Cloud.

**Super Smash Anglers****February 2018**

- Programmed a 3D game featuring fish trying to knock each other off a platform.
- Voice-acted and re-sequenced sound effects and music for all characters resulting in a more authentic experience.
- Created as a participant in HackUCI 2018.
- Unity, Photoshop, Garageband, Audacity.

**Petey Jump****November 2017 – March 2018**

- Programmed experience and chance mechanics that allows users to train the best "Petey's" in UCI.
- GameMaker Language 1, MySQL, PHP, Photoshop, Audacity.

**Induction Night****March 2017 – June 2017**

- Developed random-world generator for a hide-and-seek game allowing users to discover over 50 familiar faces at Circle K International at UC Irvine and popular locations around UC Irvine resulting in user enrichment of club history.
- GameMaker Language 1, MySQL, PHP, Photoshop, GarageBand, Audacity.

**Enlighten Your Day****January 2017**

- Developed a Google Chrome extension that offers inspirational quotes upon opening new tabs.
- Created as a participant in HackUCI 2017.
- HTML, Javascript.

**Millionaire: UCI Circle K Edition****October 2016**

- Programmed a game in that tests the knowledge of club members resulting in their expanding knowledge about the history of the club.
- GameMaker Language 1, MySQL, PHP, Photoshop, Garageband, Audacity.

**Othello****March 2016**

- Programmed the graphic user interface of an Othello puzzle game that utilizes little computer resources, allowing users to interact with the puzzle game board easily and efficiently.
- Python 3 with tkinter

**PAPERS AND PRESENTATIONS****"A Feature Analysis of Popular Diet, Fitness, and Weight Self-Tracking Mobile Apps on Google Play"****June 2018**

Honors Paper and UROP Poster Presentation, Donald Bren School of Information and Computer Science  
Dr. Elizabeth Eikey, **Arthur Tham**, Lois Kim, Sean Victory

**"Health Gamification: Video Game Impact on Physical Health"****June 2017**

Research Project, Donald Bren School of Information and Computer Science  
**Arthur Tham**, Christine Soberano, Claudia O'Flaherty, John Paul Legaspi

**"Game Induction, Developing A Game"****June 2017**

Workshop Host, Circle K International at UC Irvine  
**Arthur Tham**

**"Making Games in GameMaker: Studio"****November 2016**

Workshop Host, Circle K International at UC Irvine  
**Arthur Tham**

**AWARDS**

<b>Dean's Honor List (10 times)</b> , University of California, Irvine	<b>August 2015 – June 2019</b>
<b>Information and Computer Science Honor's Status</b> , Donald Bren School of Information and Computer Science	<b>June 2018</b>
<b>Membership Recognition Program: Silver</b> , Circle K International at UC Irvine	<b>March 2018</b>
<b>Board Member of the Year</b> , Circle K International at UC Irvine	<b>June 2017</b>
<b>Membership Recognition Program: Bronze</b> , Circle K International at UC Irvine	<b>March 2017</b>
<b>Club Website: 1<sup>st</sup> Place</b> , Circle K International at UC Irvine	<b>March 2017</b>
<b>Project of the Month: Change Thru Games</b> , Circle K International at UC Irvine	<b>January 2017</b>
<b>Niles Rotary Scholarship Recipient</b> , Niles Rotary Club	<b>September 2015</b>

**LANGUAGE SKILLS**

**English:** Native language.

**Mandarin Chinese:** Speaks well, writes/reads okay.

**COMPUTER SKILLS**

**Programming Languages:** Proficient in GameMaker Language 1; Experience in Java, Unity, C#, Python, MySQL, PHP, front-end web development.

**Social Media:** Experience in Facebook Pages, Google Sites, YouTube.

**Digital Media:** Experience in Final Cut Pro, Audacity, GarageBand, Photoshop, Adobe Premiere Pro.

**Office Applications:** Experience in Word, Excel, Outlook, G Suite applications, Adobe Acrobat.

**Operating Systems:** Windows, macOS, iOS

**MEMBERSHIPS**

**General Member**, Circle K International at UC Irvine

**Freshman Edge Cohort Member**, UCI Summer Session

**Member**, Mental Health in Design "Virtual" Lab

**October 2015 – Present**  
**August 2015 – September 2015**  
**July 2018 – Present**