

ARTHUR J. THAM

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Education

M.S., Computer Science Candidate

B.S., Computer Science

University of California, Irvine

3.689 GPA | Dean's Honor List, 10 quarters

Class of 2021

Class of 2019

Skills

Languages: GameMaker Language, Unity, Python, Java, MySQL, PHP, C#, front-end web dev.

Social Media: Facebook Pages, Snapchat, YouTube, Google Sites.

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

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

Operating Systems: macOS, Windows, iOS

Project Highlights

Octopet | <https://devpost.com/software/octopet>

April 2019

- Assisted in the development of an Android m-health application that encourages users to feed healthy foods to a virtual pet resulting in a healthier food lifestyle. *Android Studio, Java, Google Firebase, G-Cloud Platform, Transposit, Machine Learning.*

HackUWU | <http://hackuwu.tech> | <http://www.facebook.com/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. *GML 1, MySQL, PHP, G-Cloud Platform, Ubuntu, SendGrid, Facebook.*

Petey Jump | <http://nexus.ucicirclek.com/PeteyJump/>

November 2017-March 2018

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

Induction Night | <http://nexus.ucicirclek.com/IN/>

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. *GML 1, MySQL, PHP, Photoshop, GarageBand, Audacity.*

Experience

Teaching Assistant

September 2019 – Present

Donald Bren School of Information and Computer Science

- Oversee 66 students in a video games sociology course, assisting them in game development and design while fostering their interest in the history and fundamentals of games resulting in a boost in their interest in game programming and studies.

Basketball/Softball Referee

January 2019 – Present

UCI Campus Recreation

- 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

- Assisted in classroom and event preparation for summer school activities including two large-scale carnival events and various lectures by professional speakers.
- Hosted live streams on Facebook Live and stories on Snapchat reporting on summer events around the university.
- Inputted and organized data for inventory and surveys into reports in Excel resulting in effective marketing analysis.

Research Assistant

January 2018 – Present

Health and Information Lab, UC Irvine

- 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.

Director

August 2017 – June 2018

Change Thru Games

- Oversaw the production of a 24-hour video game charity event where participants play in a variety of gaming tournaments, resulting in \$1266 raised for the American Foundation for Suicide Prevention.
- Managed an online video stream watched by worldwide viewers resulting in exposure of the charity and its cause.

Technology Chair

March 2016 – March 2017

Circle K International at UC Irvine

- Maintained a 1st 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.