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# Arthur Li Baum

## Game Developer

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art-li-baum.github.io

### SKILLS

- Programming C, C++, C#, Lua, JSON
- Developing and designing in Unity, Unreal, and Custom Engines
- Closely collaborating with small to mid-sized interdisciplinary teams
- Communicating technical and design concepts to both internal and external teams

### EXPERIENCE

#### Student Government President

*Elected Employed Student Representative*

AUGUST 2023 - CURRENT

- Coordinated restructuring of the course feedback process
- Host general assemblies and town halls
- Launched and ran the DigiPen Global Game Jam 2023 site

#### Development Intern, Acute Owl Studios

*Grim Harvest - Survival Farm Simulation*

MAY 2022 - JULY 2022

- Developed a robust inventory management system with associated UI
- Structured and designed multiple gameplay mechanics in Unity
- Wrote and maintained documentation and visualizations and conducted code reviews

#### Unreal Programmer/Designer, No Hope Studios

*Hell's Quandry - Wave-Based Survival Shooter*

AUGUST 2017- JANUARY 2018

- Delivered a viable prototype while working full-time
- Presented at Penny Arcade Expo (PAX): South 2018

#### Flight Paramedic Sergeant, United States Army

JANUARY 2012 - FEBRUARY 2020

- Operated as a helicopter crew member while performing critical patient care
- Led and organized multiple teams during military and medical operations

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## PROJECTS

### Technical Lead / Producer / Unity 3D Developer

*Basil and the Isles of Spice* - Expressive 3D Platformer

AUGUST 2022 - CURRENT

- Engineered modular game architecture and robust 3D platformer controller
- Collaborated with design, art, and sound leads towards
- Coordinated automated and remote build verification testing

### Engine Developer / Producer

*Gold Swarm* - Cooperative Top Down Dungeon Crawler

AUGUST 2021 - MAY 2022

- Programmed a custom 2D game engine in C++
- Integrated Lua scripting for game object behaviors
- Provided telemetry solutions for playtesting

### Solo Developer

*Over 40+ Game Jams and Counting!*

## EDUCATION

### BS in Computer Science & Game Design

*DigiPen Institute of Technology, Redmond, WA*

GRADUATION: MAY 2024