
Arthur Li Baum

Game Programmer

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SKILLS

C++	C #	Python	Engine Development	Unreal & Unity 3D	Tool Design
User Experience Testing	Jira	Slack	Scope Management	Milestone Planning	Version Control

EXPERIENCE

Volunteer Organizer, Seattle Indies

JANUARY 2021 - CURRENT

- Co-hosted and organized the Global Game Jam 2024 site for Seattle, WA
- Run and organize the monthly Eastside branch meetups
- Participated in and completed over 40 group game jams

Student Government President, DigiPen Institute of Technology

AUGUST 2023 - APRIL 2024

- Communicated proposals and worked with faculty and staff executives
- Conducted surveys and data analysis from 1000+ student body
- Coordinated restructuring of the course feedback process

Flight Paramedic Sergeant, United States Army (Honorably Discharged)

JANUARY 2012 - FEBRUARY 2020

- Managed high-stress triage situations in emergency rooms and mission environments
- Led and organized multiple teams during military and medical operations
- Operated as a helicopter crew member performing rescue missions

PROJECTS

Development Intern, Acute Owl Studios

Grimshire - Survival Farm Simulation

MAY 2022 - JULY 2022

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

Producer / Technical Lead / Unity 3D Developer, Student Project

Basil and the Isles of Spice - Expressive 3D Platformer

AUGUST 2022 - DECEMBER 2023

- Organized and structured 30+ person multidisciplinary student team
- Coordinated and iterated on public playtest feedback
- Engineered 3D platformer controller for design with in-editor interfaces

Producer / Custom Engine Developer, Student Project

Gold Swarm - Cooperative Top Down Dungeon Crawler

AUGUST 2021 - MAY 2022

- Programmed a custom 2D game engine in C++
- Coordinated with six engineers and three designers
- Provided telemetry solutions for playtesting

Producer / Unreal Programmer / Designer, No Hope Studios

Hell's Quandary - Wave-Based Survival Shooter

AUGUST 2017- JANUARY 2018

- Developed development pipeline up to crowdfunding for team of five people
- Delivered a viable prototype while working full-time in Unreal 4 Blueprints
- Presented at Penny Arcade Expo (PAX): South 2018

EDUCATION

BS in Computer Science & Game Design

DigiPen Institute of Technology, Redmond, WA

GRADUATION: MAY 2024