Yuxin Liu

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EDUCATION

University of California, Irvine   **September 2020-March 2024**
B.S. Computer Game Science   **GPA:3.35**
Coursework: Game Design, Game Development, Game Engine, Modeling and World Building, Data Structures, Algorithms, Operating System

TEAM PROJECTS

Penguin Capstone – 3D TPS Game   September 2023-December 2023
Engine Developer

- Collaborated with a team to design and develop a 3D shooting game using Unreal Engine 5.
- Took on the primary responsibility of implementing character movement functionality.
- Implemented actions such as jumping, running, aiming, and simulated low-friction movement on icy surfaces.
- Learned to implement various game features in UE 5, conducted playtesting, wrote game design documents, and summarized strategies to enhance player gaming experience.

Nameless Party – 2D Party Game   March 2023 – June 2023
Gameplay Design & Programmer

- Designed gameplay mechanics and rules and an immersive and well-crafted game map.
- Implemented a variety of captivating mini-games to enhance player experience.
- Worked on playtesting and debugging. Polished and improved game with team.

Mystery Relic – 2D Turn-based Game   January 2023 – March 2023
UI/UX Design & Playtest

- Designed an intuitive UI/UX interface for seamless navigation and helped promotion of gameplay mechanics, rules, and progression.
- Conducted playtesting sessions and gathered valuable player feedback. Collaborated with the development team to identify and resolve issues, ensuring a polished gaming experience.

Escape – 2.5D Puzzle Game   March 2022 – June 2022
Level Design & Programmer

- Designed and built four diverse game levels, each with unique challenges and objectives.
- Conducted playtesting to fine-tune game difficulty for an enjoyable player experience.
- Gained proficiency in C# programming and utilized Unity's features to enhance gameplay. Prepared a game design document for future improvements.

EXPERIENCE

Nanchang University, Nanchang, China   July 2023 - August 2023
Database Lab Assistant

- Assisted in developing an online worker database. Utilized HTML, CSS, and JavaScript for front-end development.
- Contributed to server maintenance tasks and gained practical debugging experience.

SKILLS

Programming Languages: C++, Python, C#, SQL, R, LaTeX, HTML, CSS, Java
Game Engine: Unity, Unreal Engine 5
Developer Tools: GitHub, Unity Hub, Blender