

Yuxin Liu

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EDUCATION

University of California, Irvine **September 2020-March 2024**

B.S. Computer Game Science **GPA:3.4**

Coursework: Game Design, Game Development, Game Engine, Modeling and World Building, Data Structures, Algorithms, Operating System

TEAM PROJECTS

Penguin Capstone – 3D Simulation Game **September 2023-March 2024**

Engine Developer

- Participated in engine development for a 3D simulation game using Unreal Engine 5, focusing on character dynamics and immersive mechanics.
- Implemented character movement, including jumping, running, and aiming, plus low-friction movement on icy surfaces.
- Designed interactive elements to guide players and enhance the gaming experience.

Nameless Party – 2D Party Game **March 2023 – June 2023**

Gameplay Design & Programmer

- Engineered captivating gameplay mechanics and designed an engaging map for a 2D party game, boosting player engagement.
- Developed and implemented a variety of mini-games, improving the overall gaming experience.

Mystery Relic – 2D Turn-based Game **January 2023 – March 2023**

UI/UX Design & Playtest

- Crafted intuitive UI/UX, promoting gameplay fluidity and user engagement for a 2D turn-based game.
- Conducted playtesting sessions to gather feedback, collaborating with the development team for enhancements.

Escape – 2.5D Puzzle Game **March 2022 – June 2022**

Level Design & Programmer

- Participated in the creation and programming of four distinct levels for a 2.5D puzzle game, enhancing player engagement through unique challenges and interactive storytelling.
- Optimized gameplay and user experience by implementing intuitive puzzles and mechanics, using C# in Unity, and refining game elements based on player feedback.
- Addressed technical challenges to ensure smooth gameplay across devices, significantly improving performance and player satisfaction.

EXPERIENCE

Nanchang University, Nanchang, China **July 2023 - August 2023**

Database Lab Assistant

- Contributed to the development of an online worker database, focusing on front-end design with HTML, CSS, and JavaScript.
- Performed server maintenance and debugging tasks, enhancing system reliability.

SKILLS

Programming Languages: C++, Python, C#, SQL, R, LaTeX, HTML, CSS

Game Engine: Unity, Unreal Engine 5

Developer Tools: GitHub, Unity Hub, Blender