

Ruonan Liu

Madison, WI 53703

Game Designer

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Detail-oriented and creative game designer with 2 years of experience in University of Wisconsin- Madison. Looking to join a company to bring creativities and continue to develop in this career field.

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Education

University of Wisconsin - Madison

Madison, WI

Bachelor of Science in Computer Science

Expected Graduate May 2023

Certificate in Game Design

- Game Design
- Computer Vision
- Human-Computer Interaction
- Artificial Intelligence

Project Experience

Before Lost

Jan 2022 – May 2022

Group project, RPG Maker, JavaScript, Hand draw tiles

- Environmentalism Theme
- Core mechanism: follow the storyline across the map to complete the mission objectives
- Responsible for mission design, writing events, including mission flow and combat system. Testing and debugging
- Dynamic: collect mission items, collect easter egg items (letters, noodles, etc.), battle system, skills, and equipment upgrades
- Art style: bird's-eye view, pixel style, turn-based combat

Facial Emotion Recognition using Deep CNN

Aug 2022 – Dec 2022

Group project paper, Computer Vision and AI. Python

- Techniques: Tensor Flow, CNN, Grad-CAM, Data Visualization
- Database: The Facial Expression Recognition 2013 (FER-2013) database, including 28709 training samples and 3589 validation samples
- Results: Overall 66% accuracy rate.
- Responsible for method research (FER), Data Visualization and partial data training

Personal Website

<https://www.epikoni.com/>

Other Abilities

Code: Java, C#, Python

Office: Microsoft Word, PowerPoints, Excel, Google Workspace

Design: Photoshop, Premier, Aftereffects, Rhino