

Ruonan Liu

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EDUCATION

University of Wisconsin, Madison, WI

Sept. 2020–Dec. 2022

Bachelor of Science in Computer Science; Certificate in Game Design

- **Certificate GPA:** 3.9/4.0; **Overall GPA:** 3.1 /4.0
- **Major Courses:** Programming III, Game Design II, Introduction to Human-Computer Interaction, Video Games and Learning, Digital Imaging Studio, Introduction to Artificial Intelligence, Computer Graphics.

Kansas Academy of Mathematics and Science Program, Hays, KS

Sept. 2018–May 2020

Two-year Early-Entrance-to-College Program; Designed for U.S. high school juniors and seniors who are academically talented in the areas of mathematics and science.

- **GPA:** 3.8/4.0
- **Courses and Research:** Calculus and Analytic Geometry 2, Introduction to Statistical Methods, Problems in Biology (Research): Osteology, Prob/Technology Studies, Electric Vehicle Applications and Design.

PROJECT EXPERIENCE

Indie Game “Underground Princess,” *Designer, Programmer and Artist*

May 2022–Aug. 2022

- Created a story-driven, single-player 3D-room escape game that aimed to raise peoples’ awareness of under-represented groups.
- Built with Unity, built models in Blender, UV edited in Procreate, script programmed in C#.
- Posted in forums attracting game lovers and received more than 10 positive comments.

Indie Game “Before Lost,” *Designer and Programmer*

Jan. 2022–May 2022

- Created an environment-themed single-player 2D adventure game to advocate for environmental protections.
- Built with RPG Maker, drew pixel art in Aseprite, script-programmed in JavaScript.
- Team of four members: Responsible for game and map designs, story concepts, and visual effects.
- Selected as **Gee! Award Finalist**.

Game Design Document “Scroll of Life,” *Designer and writer*

Dec. 2021–Jan. 2022

- Designed and wrote a game-design document of a first perspective 3D single-player adventure game in Virtual Reality format which is motivated by near-death experiences and hopes for chances to make up regrets in life.
- Shared with classmates and received many invitations to collaborate.
- Expect to start working in spring 2023.

Research Paper “Facial Emotion Recognition Using Deep CNN”

Aug. 2021–Dec. 2021

- Utilized Tensor Flow, CNN, Grad-CAM, and Data Visualization during the project.
- Adopted the Facial Expression Recognition 2013 (FER-2013) database; achieved an overall 66% accuracy rate.
- Responsible for method research (FER), Data Visualization and partial data training.

SKILLS

- **Software:** Adobe Photoshop, After Effects, Premier, Blender, Vectornator, Procreate, Aseprite, Figma.
- **Development Engines:** Unity, Twine, Bitsy, RPG Maker MV.
- **Program Languages:** Java, JavaScript, Python, C#.

WORK EXPERIENCE

Wisconsin Union, Madison, WI

Aug. 2020–Jan. 2021

Badger Wellness Ambassador

- Maintained students’ and faculty staff health and safety on campus; prevented the spread of the pandemic.
- Implemented multiple guidelines which resulted in a significant reduction in pandemic cases on campus.

ADDITIONAL INFORMATION

Interests: Originotes Music Club, Xiyan Theatre, Gaming Club.

Languages: Native in Mandarin, Fluent in English (GRE: 167+170+3.5), Basic Japanese.