

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
- Computer Graphics
- Digital Arts

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, Research in Computer Vision and Artificial Intelligence, Python

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

WORK EXPERIENCE

Wisconsin Union

Madison, WI

Badger Wellness Ambassador

Aug 2020 – Jan 2021

- Maintain students and faculty staff health and safety on campus and prevent the spread of the pandemic
- Implemented multiple guidelines resulted in a significant reduction in the growth of pandemic cases on campus

ADDITIONAL

- Code: Java, C#, Python
- Interest: Originotes Music Club, Gaming Club
- Design: Photoshop, Premier, Aftereffects, Rhino
- Language: Native in Chinese Mandarin