

# Ruonan Liu

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## EDUCATION

**University of California - Santa Cruz, Santa Clara, CA**

Sept. 2023–Mar. 2025

*Master of Science* in Games and Playable Media

- **Major Courses:** Games & Playable Media Studio, Design Systems, Game Technologies, Professional Development for Game Makers

**University of Wisconsin, Madison, WI**

Sept. 2020–Dec. 2022

*Bachelor of Science* in Computer Science; Certificate in Game Design

- **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

## WORK EXPERIENCE

**Netease Games, Hangzhou, China, Game Designer Intern**

Jan. 2023–Aug. 2023

- **Designed themed-month activities** (mini-games and premium outfits), which contributed to 60% of the monthly revenue.
- Created limited-time **event designs tailored to different regional cultures**, ensuring engaging and culturally relevant player experiences.
- Configured and managed game-related data tables, following up in an Agile/Scrum environment while **collaborating with programmers and artists**.
- **Optimized the game system's user experience** by adapting UI text for a multilingual server (five languages), ensuring seamless localization.

## PROJECT EXPERIENCE

**Multiplayer Game “Mob Street,” Gameplay Designer, 2D Artist, Script Writer in group of 6**

Sept. 2024–Mar. 2025

- Designed **core gameplay mechanics** for a **round-based multiplayer social game in VRChat**, emphasizing **strategic deception and player interaction**.
- Developed **game economy and mission systems**, balancing tasks like trading, targeted assassinations, and evasion mechanics.
- Created **2D assets**, including rules boards and in-game maps, ensuring visual clarity and thematic consistency.
- Wrote **in-game scripts and narrative content**, enhancing the immersive experience through world-building and contextual storytelling.

**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#**.
- Released the game on forums, attracting positive engagement from over 10 players and game enthusiasts.

**Indie Game “Before Lost,” Designer and Programmer in group of 4**

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**.
- Responsible for game and map designs, story concepts, and visual effects.
- Selected as **Gee! Award Finalist**.

**Research Paper “Facial Emotion Recognition Using Deep CNN”**

Aug. 2021–Dec. 2021

- Utilized **TensorFlow, CNN, Grad-CAM, and Data Visualization** during the project.
- Trained models on the FER-2013 dataset, achieving **66% accuracy** in emotion classification.
- Led research on **Facial Expression Recognition (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#