

# Garrick Chiu

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## EDUCATION

### University of California, Riverside

Riverside, CA

*Bachelor of Science in Computer Science, Minor in Mathematics, GPA: 3.58*

*Sept. 2020 – June 2024*

*Master of Science in Computer Science*

*Sept 2024 – June 2025*

Relevant Coursework: Intermediate Data Structures and Algorithms, Discrete Structures, Applied Linear Algebra, Software Construction, Logic Design, Embedded Systems, Operating Systems, Compiler Design

## SKILLS

**Programming Languages:** C++, C#, Python, HTML, CSS, Javascript

**Tools and Frameworks:** Unity, Git, Adobe Photoshop, React.js, Node.js, Express, MongoDB, Arduino

**Languages:** English, Cantonese, Chinese

## EXPERIENCE

### Technical Support

May 2022 – Present

*zyBooks*

*Remote*

- Delivered support to 5000+ customers
- Listened to and empathized with complaining customers, finding resolution to their problems
- Created solutions to save the company in operational costs by resolving 6,500+ tickets

### Lead Game Designer

Sep. 2021 – June 2022

*Opin Mind Games*

*Riverside, CA*

- Contributed to the launch of Sketch on Steam, leading to over 11,000 downloads in 6 months
- Managed deadlines and assigned tasks to create 15 enemy AIs
- Applied object-oriented programming to write clean and extensible code

## PROJECTS

### Project Lead

Feb. 2023 – Present

*Blade* | Unity, C#, Git | *GitHub*

*Riverside, CA*

- Led the development of Blade, a 2D platformer featuring parrying combat and exploration
- Directed a team of 10, assigning tasks and managing the project timeline
- Oversaw quality assurance testing

### Game Designer

April 2022

*Grow-Tential* | Unity, C# | *GitHub*

*Arcadia, CA*

- Won First Place in Citrus Hack 2022 by designing a farm simulation game to fit the theme
- Collaborated with a team of 4 to develop a playable game in under 24 hours
- Established a game economy, linking monster combat rewards to upgrades

### Game Designer

Feb. 2023

*Rose of the Labyrinth* | Unity, Blender, C# | *GitHub*

*Riverside, CA*

- Worked with a team of 4 to develop a playable game in under 24 hours
- Designed a first-person puzzle platformer, drawing gameplay inspiration from 'Portal'
- Created various puzzles and implemented different gimmicks on each level

## INTERESTS

Drawing | Golf | Running | Biking | Rock Climbing | Video Games | Collector of video game artbooks and manga