Garrick Chiu

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EDUCATION

University of California, Riverside   Riverside, CA
Bachelor of Science in Computer Science, Minor in Mathematics   *Sept. 2020 – June 2024*
GPA: 3.47

Relevant Coursework: Discrete Structures, Linear Algebra, Software Construction, Algorithm Engineering, Embedded Systems, Operating Systems, Compiler Design, Computer Graphics, Introduction to Artificial Intelligence

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 10,000+ 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 – Dec. 2023
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