

Liam Cribbs

GAME DESIGNER / PROGRAMMER

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GAMES

FISHGUN

2023 — 8-person team

- Chaotic FPS where the player must feed their fish gun upgrades to defeat hordes of fruit.
- Programmed fluid movement and enemy behavior.
- Design weapons, abilities and enemies.
- Designed levels.

Rocks and Stocks

2022 — 2-person team

- Online co-op game in which players mine asteroids and trade stocks.
- Wrote networked code to communicate between server and clients.
- Designed satisfying UI with unconventional controls.

Sky Sailors

2020-Present — 3-person team

- physics-based sandbox game in which players build modular airships to explore a world of floating islands.
- Designed and programmed many interconnecting systems.
- Programmed procedural systems, including island generation and grass shaders.
- Directed team on art direction, audio, and narrative.

The Alien Virus Space Game

2021 — 4-person team

- Exploration game in which players fly a spaceship around asteroids and planets.
- Programmed the physics system and a physics-based player controller.
- Worked with the rest of the team to design the gameplay.
- Organized team meetings and coordinated tasks.

WORK EXPERIENCE

Code Help Desk

2022-Present

- Mentored other students in programming and helped fix bugs.

Sound Business Center

2021 & 2022

- Printed documents for customers.
- Worked with customers to design posters and cards in Photoshop and Illustrator.

SKILLS

- Game Design
- Programming (C#, HLSL, Python, C/C++)
- Unity Engine
- Adobe Photoshop, Premier, and Audition
- UI Design
- 3D Animation

EDUCATION

New York University

2020 - Present

- Game Design Major
- Computer Science Minor

