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◆ PROFILE

I am a SFU graduate majored in Interactive Arts and Technology. Being motivated by interests in gaming, I have been studying game design, application software development and web technology for 5 years. Through working on various projects such as game production and mobile application development, I have developed my skills in programming and knowledge about game design which are my assets to enter the game industry.

◆ EDUCATION

Simon Fraser University School of Interactive Arts + Technology

Bachelor of Science	Jun 2015
Dean's Honour Roll - Fall 2014	Apr 2015
Dean's Honour Roll - Spring 2014	Aug 2014

◆ COMPUTER SKILL

Programming

C#	HTML5 & CSS3
Java	JavaScript
Python	MySQL
PHP	ActionScript

Design Tool

Photoshop	Unity	Core
Illustrator		
Maya	Flash	Experienced
Final Cut Pro		

Framework & Library

JQuery, Angular, Bootstrap, IndexedDB, Facebook API, D3, InteractJs, Animate

- ▶ For the Core skills, I have applied each of them in 2~5 projects and achieved a high proficiency in using them within designs.
- ▶ For the Experienced skills, I have applied them in at least one project and have basic knowledge to work with.

◆ DESIGN KNOWLEDGE

Game Design

Core Loop
Smart Depth
Level Flow and Pacing
Diegetic Interface

Software Design

Object-oriented Design
Unified Modeling Language
Design Cognition

◆ LANGUAGE

English

Mandarin - Native Language, fluent in speaking and writing.

Japanese - Certificate of Level N3 Japanese Language Proficiency, fluent in speaking and writing.

◆ DESIGN
EXPERIENCE

Game Design Unity

Academic |
Sep - Dec 2014 |

Made a 2D platformer player versus player capturing fish game which focused on combat movement, map interaction and multi-players.

Team of 4

Role: Lead Programmer & Quality Assurance

my contribution

- ▶ Collaborating with artist and designer, constructed all game mechanisms and gameplay including character class, combat system, map interaction and etc, using both JavaScript and C#.
- ▶ Conducted player testing to discover gameplay experience, game balance and system bugs for the refinements and the improvements in the future version.
- ▶ Based on testing, discussed with the level designer and modified game components such as parameters in character properties and UI elements.

outcome

In the Beta exhibition, our game was successful in achieving a both fun and competitive gameplay experience for multiple players. There was also feedback from guest game designers who have pointed out the issues in UI and level design. The overall game making experience is very valuable for me.

◆ CO-OP
EXPERIENCE

The University of British Columbia Centre for Teaching, Learning and Technology

Jan - Dec 2013 |

Position: Web Programming Assistant, Quality Assurance, Helpdesk

my contribution

- ▶ Edited course materials and fixed errors in the scripts for the distance course web pages by coding with HTML, CSS3, and JavaScript in the LMS and Dreamweaver.
- ▶ Troubleshoot the technical issues for students and instructors and provided detailed instructions to solve problems which could result in successful learning and teaching experience within distance education at UBC.

team project: Coursera Course Production

- ▶ Collaborated with instructional designers to build an online course using Coursera building tools in order to provide a flexible learning experience.
- ▶ Accomplished tasks including quiz/exam creation, lecture video editing and course module page makeup to complete course production.

outcome

My attitude and interest towards the job have earned the reputation from my supervisor and brought me to the Coursera course production team. The learning and working experience of Coursera project benefited me by improving my skills and showing new technologies outside the daily workplace.

◆ SERVICE &
VOLUNTEER

Nikka Center

English Tutor

2014 - Present |

T & T Supermarket

Grocery Labour

Aug - Nov 2012 |

Powell Street Festival

Zero Waste Staff

Aug 2012 |