

Anthony Liu

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Education

Purdue University • West Lafayette, Indiana

Jan 2024 - May 2026

Bachelor of Science in Computer Graphics Technology

GPA 3.85/4.0 • Dean List

Indiana University at Bloomington • Bloomington, Indiana

Aug 2022 - Dec 2023

Computer Science (Transferred)

Luddy School of Informatics Direct Admission Scholarship

Skills

- **Game Design & Development:** Unreal Engine 5 (Blueprints, C++), Unity (C#), Godot
- **Programming:** Python, Java, JavaScript, HTML/CSS, p5.js
- **Design Tools:** Adobe Photoshop, Illustrator, Premiere Pro
- **Other:** Web Design, IT Troubleshooting, Technical Support

Projects

3v3 Multiplayer Prototype (Unreal Engine 5)

- Designed and implemented respawn and scoring systems; reduced spawn-death loops by 40% in playtests.
- Added audio stingers and callouts to improve player coordination and match readability.

Soulslike Combat Demo (Unreal Engine 5)

- Prototyped stamina-dodge-combo loop with lock-on targeting.
- Implemented hitstop and i-frames to create impactful and responsive combat.

Roguelike Dungeon Crawler (Unreal Engine 5)

- Developed procedural dungeon generation and enemy telegraphs for fair but challenging gameplay.
- Balanced enemy AI behaviors to keep difficulty consistent across levels.

Work Experience

Web Designer / IT Specialist Intern

May 2024 – July 2024

TongShuai Property Management Co., Ltd • GuangDong, China

Achievements:

- Provided technical support and training over 30 staff members; improve the cross-team efficiency.
- Redesigned the company website by javascript, improving usability and resulting in a 25% increase in user engagement.
- Collaborated with managers to refine content layout, applying design principles directly transferable to user-centered game design.

Extracurriculars

Head of Directing Department / Actor

Aug 2022 – Jan 2024

HePing Chinese Theater Club

Achievements:

- Directed and co-wrote a Chinese adaptation of Jane Eyre, coordinating a 20+ member team.
- Performed as TieJiang in Mr. Donkey (LvDeShui); production uploaded to YouTube, over 10,000 views.
- Strengthened storytelling, collaboration, and audience engagement skills, directly applicable to narrative and systems design.