

SAMUEL LIU



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github.com/Repapt



repapt.github.io/Personal-Site

EDUCATION

University of Waterloo

Sept 2019 - Apr 2024

Bachelor of Applied Science

Computer Engineering, Honours

SKILLS & INTERESTS

Skills:

Unity, Unreal Engine, Git, Perforce,
SQL databases, UI/UX

Languages:

C++, C#, Java, Python, C, Lua, Rust,
Assembly (RISC-V)

Interests:

guitar, rock climbing, swimming,
Spider-Man

Favorite games:

Celeste, Don't Starve Together,
Doom Eternal, Cyberpunk 2077,
Teamfight Tactics, Minecraft

WORK EXPERIENCE

Digital Extremes

Sept 2023 - Dec 2023

Game Programmer Intern

- Developed new AI behaviors and gameplay mechanics using C++ and Lua as part of 'Whispers in the Walls' major update for "Warframe"
- Improved and fixed existing systems of a Live Service video game title in response to player feedback
- Collaborated with artists, sound designers, and gameplay designers on an interdisciplinary team to deliver a cohesive final product

Behaviour Interactive

Jan 2023 - Apr 2023

Game Programmer Intern

- Designed a tool within Unreal Engine to efficiently handle a large number of assets, dramatically improving productivity of artist team
- Implemented interactive gameplay elements and visuals using Unreal Engine

Eden Industries

Jan 2022 - Apr 2022

Game Programmer Intern

- Spearheaded development of four unique boss fights using C++
- Enhanced numerous video game systems such as movement, combat, and environment interaction

Alcumus

May 2021 - Aug 2021

Software Developer Intern

- Implemented APIs using Spring Boot for the Field-ID application, demonstrating knowledge of design patterns and good coding practices

OpenText

Sept 2020 - Dec 2020

QA Specialist Intern

- Ran statistical analyses on performance tests using Jenkins and JMeter

Geotab

Jan 2020 - Apr 2020

Software Developer Intern

- Lead a team responsible for development of an internal web page for data entry using React JS

PROJECTS

Unity 2D Video Game

Dec 2020 - Present

'The Fallen Templar' | github.com/Repapt/FallenTemplar

- Single-handedly developed a video game using C# and Unity, implementing systems for audio, graphics, and gameplay
- Wrote algorithms for procedurally generated levels and A* pathfinding to improve gameplay

Personal Website

Feb 2024 - Apr 2024

repapt.github.io/Personal-Site

- Created a personal website using ReactJS to showcase my skills and projects