

# SAMUEL LIU



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github.com/Repapt



repapt.github.io/Personal-Site/#/

## EDUCATION

### University of Waterloo

Sept 2019 - Present

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

- Developed new AI behaviors and gameplay mechanics using C++ and Lua as part of a major content update for triple-A title "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

- 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

- 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

- 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

- Ran statistical analyses on performance tests using Jenkins and JMeter

### Geotab

Jan 2020 - Apr 2020

#### Software Developer

- 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 2020 - Apr 2020

#### repapt.github.io/Personal-Site/#/

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