

Samuel Liu

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WORK EXPERIENCE

Digital Extremes

Sep 2023 - Dec 2023

Software Engineer

- Owned and shipped new AI behaviors and gameplay events using C++ as part of 'Whispers in the Walls' major content update for 'Warframe', driving the average player count to 65,000, the highest in 6 years
- Improved and fixed existing systems of a Live Service video game in response to post-release community feedback, enhancing player experience and contributing to the game achieving an 88% positive review rate
- Modified animation trees and skeleton rigs to synchronize animations with scripted events

Behaviour Interactive

Jan 2023 - Apr 2023

Software Engineer

- Implemented interactive UI elements and visuals for Silent Hill project within Unreal Engine 4
- Designed a tool within Unreal Engine using Slate UI to efficiently parse and compare over 20,000 assets, improving productivity of artist team by 28%

Eden Industries

Jan 2022 - Apr 2022

Software Engineer

- Spearheaded development of four unique boss fights within internal game engine using C++ and Tiled
- Enhanced in-house game engine using C++, resulting in more efficient pathfinding for overworld map navigation and improved AI logic during combat encounters

Alcumus

May 2021 - Aug 2021

Software Engineer

- Implemented REST APIs using Spring Boot for the Field-ID application and built the framework for incorporating OAuth2 into the existing web page

OpenText

Sep 2020 - Dec 2020

QA Specialist

- Ran statistical analyses to find performance bottlenecks within Jenkins testing suite, increasing efficiency by 25%

Geotab

Jan 2020 - Apr 2020

Software Engineer

- Led a 5 member team in the full-stack development of web page, acting as main point of knowledge on React
- Developed, documented, and programmatically tested REST API endpoints using Python Flask

EDUCATION

University of Waterloo

Apr 2024

Bachelor of Applied Science, Computer Engineering, Honours

PROJECTS

Unity 2D Game

Dec 2020 - Present

Fallen Templar | notsammyul.itch.io/fallen-templar

- Single-handedly ideated and developed a video game using C# and Unity, implementing algorithms for procedurally generated dungeons and systems for audio, graphics, and gameplay

SKILLS & INTERESTS

- Languages:** C++, C#, Java, Python, Lua, Kotlin, Rust, Assembly (RISC-V), Javascript, HTML, CSS
- Technologies:** Unity, Unreal Engine, Android Studio, React, Git, Perforce, SQL, Node, Linux, Jira
- Interests:** swimming, rock climbing, music, video games (Celeste, Bioshock Infinite, Teamfight Tactics)