



E-Mail
dice0791@gmail.com

Website
shawn0791.github.io



SHIHAN LIU

GAME DESIGNER

PROFILE

Gameplay Designer and Unity Generalist with 2 years of experience working with individuals and indie studios.

Skilled in rapid prototyping and development, teamwork, and interdisciplinary collaboration. Possesses a deep passion for and understanding of innovation.

SKILLS

Game Design

- Gameplay and Systems Design
- Level Design
- Rapid Prototyping

Supplementary

- Unity/C# and gameplay programming
- Project Planning and Scope Management
- Documentation and Technical Writing

Professional

- Experience in leading and working with teams in an iterative development process.
- Excellent written and verbal communication skills
- Strong sense of personal responsibility and a self-motivated problem-solver.

EDUCATION

Advanced Diploma in Game Development and Design from Goldsmiths, University of London
2022 - 2023

OTHER INTERESTS

In my free time, I enjoy survival adventure action games. Beyond gaming, I have a passion for badminton, swimming, cooking, origami, and rain.

EXPERIENCE

Dream Reality Interactive | Game Designer

2024

Worked on various UE project teams, including the development of an AI digital character prototype, a large-scale MOBA PC game, and the merge-collection F2P mobile game Rare Pets.

- Led the development of an AI digital human capable of real-time conversation;
- Produced visual effects for MOBA PC game and Rare Pets.
- Maintained and developed design documentation.

[Rare Pets Game Link Page](#)

Braingaze | Game Developer

2024

Developed a mobile game primarily based on eye-tracking technology, aimed at treating mental health disorders.

- Independently designed and developed the entire game project.
- Independently created game assets and sound effects.
- Developed server interfaces to enable real-time data uploads.

Freelance XR and Game Developer

2023

Paid work for individuals, indie studios, and universities across Europe.

- Designed and developed five distinct projects across AR, VR, mobile, and PC platforms, covering a range of applications from gaming to medical and scientific research.

Poopybara | Lead Designer

2024

A pixel art platformer game for Web/PC, developed by a six-person team within 48 hours based on the GGJ2024 theme.

- Led a production team of 6 and handled project scope and quality decisions.
- Leading design decisions and designing game mechanics and systems
- Maintaining design and technical documentation

[Game Link Page](#)

The Time Temple Trial | Designer and Developer

2023

A 3D co-op puzzle game for Web/PC, developed by a two-person team within 48 hours as part of a master's course assignment.

- Designed concept, puzzle mechanics, levels, player progression, and UI.
- Developed all game systems and game mechanics.

[Game Link Page](#)