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SHIHAN LIU

GAME DESIGNER

SKILLS

Game Design

- Focused on **Gameplay Mechanics** and **Systems design**
- Design tools: Figma, Excel
- Project management: Trello, Jira
- Game engines: **Unity** & UE5
- Platforms: PC & Android

Development

- Programming: **C# (Unity)**, Blueprints (UE5)
- Development: **Visual Studio** & VS Code
- 3D Modelling: **Maya**, Blender
- Workflow: **GitHub**, Perforce
- Collaboration: Slack, Teams

Personal Attributes

- Strong sense of personal responsibility
- Self-motivated problem-solver
- Outstanding written and verbal communication skills

PROFILE

A Master's graduate in Game Design (2023), currently **based in London**. Specialising in innovative **gameplay mechanics and systems design**, with three years of experience in game design and development. Recently designed and **released a mobile game** featuring eye-tracking mechanics on **Google Play**. Contributed to projects with over **50K+** downloads.

In addition, I have worked on multiple VR projects and am proficient with Unity, Unreal Engine 5, Maya, GitHub, Trello, and other production tools. Experienced in taking games from concept through to release, including full-cycle design and development.

EDUCATION

Goldsmiths, University of London 2022 - 2023

MA Computer Games Art & Design | Final Average: 72% (Pass With **Distinction**)

Courses:

Game Design & Analytics; Interactive **Narrative** & Digital **Storytelling**; Approaches to Play; Programming for Game Engines; Advanced Programming for Games; Advanced Modelling and Animation; Visual Reality & Augmented Reality;

EXPERIENCE

Braingaze | Technical Game Designer | London

May 2024 - Apr 2025

Designed and developed an innovative mobile game featuring eye-tracking technology, aimed at treating mental health disorders.

- Innovatively designed a system for **interacting with UI and in-game objects using eye-tracking** technology
- Designed a **boss battle** and **event system** driven by eye-tracking input
- Designed a modular **object spawning system** compatible with events, boss mechanics, and calibration features
- Independently handled the full development cycle of the project

[Google Play Link](#)

Dream Reality Interactive | Game Designer | London

Apr 2024 - Jul 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.

- Designed a real-time digital human system integrating **AI, lip sync, text-to-speech**, and **facial animation generation**; developed and showcased the system through a virtual recreation of Al-Khwarizmi, the father of algebra
- Designed and implemented **visual effects** for an unannounced VR project based on a major MOBA PC title
- Contributed to Rare Pets by designing environment prototypes, upgrade VFX, and the **badge system**

[Rare Pets Google Play Link](#)

Poopybara (Global Game Jame 2024) | Game Designer | London

Jan 2024

Took on roles in game design and project management for a pixel art platformer demo created within 48 hours during the 2024 Global Game Jam, developed on-site with a six-person team.

- Designed the **core gameplay systems** around eating and farting mechanics, where uncontrolled flatulence launches the copybara using real-time physics
- Designed a **mount system** based on copybara behaviour traits to enhance gameplay variety
- Managed overall project progress using **Trello**, identified delays in level design and adapted plans to optimise development speed

[Game Demo Link](#)

Freelance Technical Game Designer & Unity Generalist | Europe

May 2023 - Mar 2024

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

- Collaborated with the NHS to design and develop a **VR training project** for trainee psychiatrists, using Meta Quest 2 to enable real-time interaction with AI patients for practising conversational skills
- Partnered with the University of Lisbon to design and develop a **human-AI collaboration VR testing project**, aimed at data collection for laboratory research, utilising Meta Quest 2
- Worked with professors from the Department of Music at Goldsmiths College to design and develop an **Android-based AR** opera house tour project