

Lucas Liu

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EDUCATION

University of British Columbia

April, 2026

BA, Computer Science

Vancouver, BC

- Relevant Coursework: Discrete Mathematics & Computer Systems(CPSC 121), Software Construction(CPSC 210), Algorithms & Data Structure(CPSC 221), Matrix Algebra(MATH 221), Software Architecture & Operating System(CPSC 213)

SKILLS, SOFTWARE & INTERESTS

- **Skills:** Java; C++; C#; HTML/CSS; Python; POS System; Customer Service; Leadership; Communication;
- **Software:** Visual Studio/VS Code; IntelliJ; Unity; Unreal Engine; Microsoft Office; Photoshop; Google Suites;

EXPERIENCE / ACTIVITIES

UBC Game Development Club

September 2022 – Present

Team Lead

Vancouver, BC

- Team lead for one of the game dev teams (10 members) in the UBC game dev club.
- This included coordinating team meetings, delegating tasks based on individual strengths, and maintaining clear communication channels to address any challenges that arose.
- Led regular code reviews and provided mentorship to team members, fostering a collaborative learning environment where everyone felt empowered to contribute their ideas and expertise.
- Current project is the Millennium Line listed in Projects below.

Shawnigan Lake School

September 2021 – June 2022

Student Teacher for Electronic Games and Apps Design

Shawnigan Lake, BC

- Student teacher for high school's co-curricular program EGAD(Electronic Games and Apps Design).
- Developed and implemented comprehensive course materials, aligning with student skill levels.
- Provided guidance and mentorship to students, offering support in problem-solving, code development, and project execution.

PROJECTS(All projects can be found on Github)

GitHub Profile: <https://github.com/Sparemeh>

Millennium Line(Game build can be found on linkedin profile)

September 2023 – Present

Team Lead

Vancouver, BC

- 2D story driven side scroller game built using **Unity C#**.
- Features:
 - 2.5D graphics: 2D pixel arts in a 3D environment using HDRP rendering pipeline
 - Functional inventory, dialogue and NPC system
 - Original music and art

Personal Portfolio HTML/CSS (In development)

April 2024 – Present

- Personal Portfolio website utilizing streamlined industry standard design
- Features a responsive layout to ensure optimal viewing across various devices.
- Github repository can be found on Github profile

WORK EXPERIENCE

North America Streaming Space

June 2021 – September 2021

Digital Marketing Intern

Richmond, BC

- Responsible for creating digital advertisement materials like posters and promotional videos.
- Assisted the film crew with live streams and filming.
- Successfully made 2 posters, 2 promotional video, and assisted filming 3 live streams over the span of 2 months

Arbutus Ridge Golf Club

April 2024 – Current

Line Cook

Cobble Hill, BC

- Prepared food in a prompt manner with high attention to detail
- Assisted lead line cook and head chef on the line.