Zhaomin Liu

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Summary

I am a student graduated from Monash University and learnt in faculty of Information Technology. And I am holding the Temporary Graduate Visa (485, which will expire at March 2027) now so I am free to work as a full-time employee. Thanks to the variety of the units I chose, I can handle many different works.

First ability I would like to address is about the 3D modeling. Thanks to 3D courses I took in university, I learnt about how to make VR/AR animation, immersive environment and 3D models includes herbs, animals, human, machine and buildings. I am pretty familiar with Maya and Blender because I already made many different models in many different units. I made about 60% models for our capstone game project in university. I am good at most functions in MAYA and Blender includes UV mapping, modelling and reshaping. 3D substance Painter is another skills I have, which means roles includes 3D modelling, texturing and materials making are all suitable for me.

Second ability I want to talk about is my teamwork and communication skills. I made many different projects with different groups, and I always know how to communicate with group members appropriately. I know how to deal with different group members and make everyone happy with what they doing. And build appropriate atmosphere to let members willing to complete their tasks in projects. In this case , I can also handle roles like sales, team members and customer service.

Next ability I would like to mention is about the project planning. I have rich experience with it. I know how to arrange an appropriate time table for groups, assign tasks to different members and set the goal of current project for a short-term or long-term.

What's more, I have experience about C++, Javascript and web development in university. I can do coding for games and software by C++ and making different apps by Javascript. I can also do web page coding and design work. I am familiar with web coding and 2D design.

Last but not least, I have rich Experience with Unity and Unreal Engine. Most of my game projects in university completed in Unity and Unreal Engine 5. I am familiar with VFX, playmaker and AI navigation functions in those 2 Engines. In Unreal Engine 5, I am familiar with VFX effect includes rendering, reshade, and filter. I can also handle different particle effects and animation effects for materials. In Unity, I am good and animation and playmaker functions. What's more, post-processing effect and particle effects in unity is also familiar to me. I have rich experience with that, too.

Skills

- Problem-Solving
- Decision-Making
- Written Communication
- Project Planning

- Problem Resolution
- Team Management
- Organization and Time Management
- Training & Development

Education And Training

Bachelor Of Information Technology
Monash University, Melbourne, VIC
Graduated at 12/2024

Activities And Honors

- I participated in Ubisoft Game Jam AU 2024 and submitted a 2D dungeon game made by our course group. I mainly responded for the level designer and system balance of that game.
- The board game in my portfolio git repository was designed by our game design group in university, and we got an honor prize in our academic (Faculty of IT) at the end of the game design course. I mainly responded for the level design, background story and character balance for this board game. I have experience about how to design excellent board games and how to guide players to play that.

Languages

English: Professional

Websites, Portfolios, Profiles

- https://github.com/Vril2563?tab=repositories
- **https://www.linkedin.com/in/zhaomin-liu-b685142b7/**