Zhaomin Liu

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* **WWW:** [Bold Profile](https://bold.pro/my/zhaomin-liu/237r)

# Summary

I am a student graduated from Monash University and learnt in faculty of Information Technology now. 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. 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 have experience with making plants, animals, terrain and different kind of scenes.

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.

I also good at designing levels in games. I am good with RPG, FPS, TPS games and I am willing to analyze the system of different games, and I have experience with the game design of 2D games, 3D FPS games and board game. One of the group I worked for built an excellent board game in university, and I included it in my git.

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 the current project for a short-term or long-term.

Last but not least, I have experience with different engines like Unity and UE5. I can make good visual effects and scenes in engines. I also have experience with the development of AR/VR.

# 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 HD 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 different kinds of games.

# Languages

**English**: Professional

# Websites, Portfolios, Profiles

* <https://git.infotech.monash.edu/zhaomin-liu-portfolio>
* [**https://www.linkedin.com/in/zhaomin-liu-b685142b7/**](https://www.linkedin.com/in/zhaomin-liu-b685142b7/)