

Weizheng Liang

SOFTWARE ENGINEER · GAME DEVELOPER

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Education

University of Southern California

M.S. IN COMPUTER SCIENCE – GAME DEVELOPMENT (CSGD)

Los Angeles, CA

Expected Graduation: May 2027

Rutgers University - New Brunswick

B.A. IN COMPUTER SCIENCE

New Brunswick, NJ

Sep. 2019 - Jan. 2024

Project Experience

Inner Investor (click to view)

DIRECTOR, DESIGNER & PROGRAMMER (2-PERSON TEAM)

Apr. 2025 - May. 2025

- Developed a data-driven "Emotion Card" system using ScriptableObjects, allowing zero-code additions of cognitive biases and runtime hot-loading.
- Created adaptive HUD and end-round "Bias Report" using Unity UI Toolkit, turning gameplay analytics into personalized player feedback.
- Conducted 10 structured playlists; refined color cues and timing to reduce confusion from "often" to "rare" in post-test surveys.

Knock Knock Alien Is Here (click to view)

LEAD PROGRAMMER (6-PERSON TEAM)

Nov. 2024 - Dec. 2024

- Engineered a physics-driven drag-and-drop system with inertia, rotation damping, and custom collision checks for 12 interactive props.
- Designed a grid-based door-coverage algorithm with spatial-partition optimization, cutting CPU usage by 35% while maintaining 60 FPS on mid-range laptops.
- Led a 25-day sprint from concept to release; game showcased by Twitch streamer RheiaGaming, influencing post-jam optimizations.

Melee Combat System (click to view)

SOLO DEVELOPER

Sep. 2024 - Nov. 2024

- Designed a modular four-layer combat framework (input → weapon/combo → animation → UI) with timing-sensitive three-hit combo and event-driven hit detection synced to animation frames.
- Built custom Unity Editor tools (attack-point placer, one-click character setup) to reduce onboarding time for new weapons/characters.
- Balanced frame-precision accuracy with performance using event-based collision checks, maintaining stable frame time on mid-tier GPUs.

Work Experience

Shanghai Zhanxun Network Technology

SOFTWARE ENGINEER INTERN

Shanghai, China

Aug. 2023 - Feb. 2024

- Led client-side development of "Battle of the Gods" and "Martial Arts Heroes" in Unity (C), implementing advanced systems such as tech trees, boosting player engagement by 20%.
- Built responsive UI with NGUI and integrated into proprietary game framework, improving dev speed by 10% and reducing bugs by 15%.
- Delivered launch-critical modules including player customization and level progression, using Git for version control in cross-functional collaboration.

Bilin Planet (Shenzhen) Technology Co., Ltd

SOFTWARE ENGINEER INTERN

Shenzhen, China

Feb. 2023 - Apr. 2023

- Designed and implemented UI/UX features with Unity UGUI and ET Framework for a metaverse social app, enhancing navigation and increasing daily interactions by 15%.
- Developed core client-side modules (personal homepage, recharge center) to boost retention and functionality.
- Packaged and deployed hot updates for iOS and Android, reducing downtime by 20% and improving user satisfaction.

AwesomeGo Technology

TEST AUTOMATION ENGINEER INTERN

Beijing, China

Jun. 2022 - Oct. 2022

- Built Python automation scripts to streamline QA pipelines, improving testing efficiency and accuracy.
- Translated testing requirements into maintainable automation code in collaboration with QA team.

Skills

LANGUAGES & ENGINES

- C++, C#, Python, Unity, Unreal Engine

GAME DEV

- Gameplay Systems, AI, Procedural Generation, Physics Simulation, Animation Systems, Editor Tooling