

# Winston Liang

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## Education

University of California, Irvine, CA

Bachelor of Science, Computer Game Science

Mar 2018

## Objective Statement

A proactive Computer Game Science student looking to find opportunities to learn more about design from an industry-based standpoint.

## Most Significant Projects

**ZomBoat** (Unity/C#)

Jan 2017

- Contributed to design decisions, Created in-game art assets and particle effects
- Local Multiplayer Zombie Game controlled with phones, played on one screen
- Worked with 7-person team at Global Game Jam at UCI

**Space Wizards (UCI Capstone Project)** (Unity/C#)

Sep 2016 – Mar 2017

- Worked with a 5-person 2-Quarter academic project, with Blizzard mentors
- Created all sprites and art, made several map designs
- Physics-based top-down twin-stick fighter

**100 Days till Doomsday** (Unity/C#): [github.com/winstonliang/100-days](https://github.com/winstonliang/100-days)

Sep 2015 – Jun 2016

- Acted as Project Leader and Designer for a yearlong VGDC project
- Scheduled meetings, organized tasks, worked with team to create architecture and design
- Group tactic and management game

**Guesstimate** (Unity/C#): [github.com/brendonwai/PAS](https://github.com/brendonwai/PAS)

Feb 2015

- Worked with a 6-person team and won 1<sup>st</sup> place at IEEE GameSig 2015
- Built a Puzzle Game about picking sides for VGDC Winter Game Jam
- Programmed main update loop, stitched together other programmer's code

**Tetris Buddies** (Pygame): [github.com/maxrchung/tetribuddies2](https://github.com/maxrchung/tetribuddies2)

Dec 2014

- Casually game-jammed with a 4-person team to create LAN-networked 2 player Tetris
- Programmed game logic, block interactions

## Relevant Experience

- 风林火山 ([www.basecity.com](http://www.basecity.com)) - Software Intern

Jul 2015 – Aug 2015

- Did programming problems and learned about software cycle

- UC Irvine Video Game Design Club (VGDC), Member and Project Leader

Oct 2014 – Present

- Led and participated in 8 related game projects

## Technical Skills

- Softwares/Languages in order of familiarity: Unity, Python, C#, C++, GameMaker, CAD, Java
- 2D Sprite Art

## Relevant Coursework

- Computer Games and Society

- Game Systems and Design

- Game Tech and Media

- Programming in C++

- Game Engine Lab (C++)

- Multiplayer Systems (JavaScript, HTML, C++)

- Capstone Project (Involving mentors from Blizzard)

- Sound Design in Video Games

## Leadership & Extracurricular Activities

- VGDC Project Leader (100 Days till Doomsday)

2015 – 2016

- Kakehashi Project (Sponsored academic trip to Japan)

July 2014

- Boy Scouts of America (Life Scout)

2008 – 2012

- Japan Bowl (National Japanese Language and Culture Competition)

April 2012

## Languages

Conversational in Chinese (Mandarin) and Japanese