

# Winston Liang

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Portfolio/Website: <http://winstonliang.github.io>

## Education

University of California, Irvine, CA

Bachelor of Science, Computer Game Science

Mar 2018

## Most Significant Projects

**Zombie Santa** (Unity/C#)

Dec 2017

- Organized time and location and led game jam
- Specified requirements and design for main programmer
- Created all art assets in pixel art, play-tested, bug-fixed and balanced

**4 Doors** (Unity/C# + WWise)

Apr 2017 – July 2017

- Created game concept and play-tested and iterated mechanics
- Created all visual assets
- Coordinated with sound designers and programmers to create game

**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#):

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#):

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

## Relevant Experience

- [www.basecity.com](http://www.basecity.com) - Software Intern
  - Did programming problems and learned about software cycle
- UC Irvine Video Game Design Club (VGDC), Member and Project Leader
  - Led and participated in 8 related game projects

Jul 2015 – Aug 2015

Oct 2014 – Present

## 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                     |
| - Intro to AI  | - Programming in C++                          |
| - Game Engine Lab (C++)                              | - Multiplayer Systems (JavaScript, HTML, C++) |
| - Capstone Project (Involving mentors from Blizzard) | - Sound Design in Video Games                 |
| - Information Retrieval                              | - Data Structure Implementation and Analysis  |

## 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