Winston Liang

(408) 206-6300
winstonyliang@gmail.com
Website: https://winstonliang.github.io

Education

University of California, Irvine CA

Bachelor of Science, Computer Game Science   Mar 2018

Most Significant Projects

4 Doors (Unity/WWise): https://github.com/WinstonLiang/CS190Project3   Apr 2017 – Jun 2017
- Horror game created for Sound Design in Video Games class in a 4-person group
- Designed game mechanics and map, created visual assets

ZomBoat (Unity/C#) https://globalgamejam.org/2017/games/zomboat   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#) https://tytan.itch.io/space-wizards   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#): 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#): https://github.com/brendonwai/PAS   Feb 2015
- Worked with a 6-person team and won 1st 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 - 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, Java, C#, C++, GameMaker, CAD
- 2D Sprite Art

Relevant Coursework

- Computer Games and Society
- Game Tech and Media
- Game Engine Lab (C++)
- Capstone Project (Involving mentors from Blizzard)
- Game Systems and Design
- Programming in C++
- Multiplayer Systems (JavaScript, HTML, C++)
- Sound Design in Video Games (Unity/WWise)

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