Savannah, GA 31405

(912)643-9455

Lerically@163.com | http://lerically.github.io/

Yang Liu

EDUCATION

Savannah College of Art and Design — *Savannah, GA, USA*

Bachelor of Fine Arts, School of Creative Technology

Major: Interaction Design and Game Development(Concentration: Game Development)

Minor: Game UX Design

Expected Graduation: May,2025|GPA:3.43/4.00

RELEVANT COURSEWORK:

Game Design, Game Tech, 3D Modeling, Unreal Material Design, Unreal Blueprint

SKILLS

Expert in: Unreal Engine 5, Adobe Illustrator , Autodesk Maya, HTML, CSS,Blender,Figma,

Intermediate in: Adobe Dreamweaver, Adobe Audition, Adobe Premiere Pro, Adobe Media Encoder, Axure RP, Adobe Substance 3D Painter, Javascript, Python, C++, Unity

Language: English (Fluent), Mandarin (Native)

AWARDS

Scholarships   2021-2025

SCAD Distinguished Scholarship - $80,000 Total

Dean's List   April, 2023- September, 2025

Awarded to full-time students who attained a 3.5 cumulative grade point average

Rookie Awards   2024

C Rank, Rookie of the Year | Game Development

PROJECTS

Board Game Design/ Espionage - Team 2023
        Game Designer

Card Game Design / Acclimate - Team 2022
        Game Designer

Global Game Jam / Milo's Adventure - 3D Game in Unreal Engine 5 - Team 2024
        Game Designer and Developer

3D RPG Game Design / ShanHe - 3D RPG Game in Unreal Engine 5 - Individual 2024
        Game Designer & Developer

Global Game Jam / INK - 2D Platform Game in Unreal Engine 5 - Team 2025
        Game Designer and Developer

Scad Pro x Terra Dotta - Visual Design Lead

CERTIFICATIONS

SCADamp Advanced Certificate — Sep. 2024

Certification in Design Research and Insight Translation — Jan. 2023

Adobe Certified Professional in Visual Design (Photoshop) — May. 2022