

ALBERT LIAO
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OBJECTIVE

Full-Stack Web Developer position working with agile development and responsive designs

TECHNICAL SKILLS

Programming

HTML5, CSS3, Javascript, Ruby on Rails, AngularJS, RSpec, Zurb Foundation, Twitter Bootstrap, JQuery, SASS, PostgreSQL, MongoDB
Past work with: C, C++, Java, PHP, MYSQL, MediaWiki, LUA

Applications

Microsoft Office, Microsoft Visio, Balsamiq Mockups, Fogbugz, Perforce, Github, Adobe Photoshop, Unity Game Engine, Pivotal Tracker

EXPERIENCE

Web Development Immersive Graduate, General Assemb.ly, 03/2013-06/2014

- 13-weeks, All Day, Everyday Full-Stack Web Programming Boot Camp with a focus on building and deploying web apps
- Customini - Car customization app that updates car views/costs on the fly using AngularJS, Foundation, MongoDB, Rails
- Sentimapper - Twitter sentiment analysis app using Twitter API, Google Maps API, D3.js, Zurb Foundation, PostgreSQL, Rails
- TicTacToe - Networked, multiplayer TicTacToe game with minimax AI using Javascript, AngularJS, Firebase
- DelishOrNot - CRUD photo voting app for food pictures using Ruby on Rails, MongoDB, Paperclip gem

Co-founder / Creative Director, Indie Game Project, 02/2013-03/2014

- Organized a team of veteran game developers to build an immersive next generation adventure game
- Developed and built prototype levels and gameplay in Unity 3D game engine
- Wrote and maintained key design documents specifying the vision of the game

Open World Content Lead / Senior Game Designer / Scripter, Red 5 Studios, Laguna Hills, CA 01/2011-01/2013

- Led the open world content creation team on Firefall, a science fiction massively online shooter game
- Developed the vision for dynamic content from scratch, including design input on the tools and prototyping examples in LUA
- Managed multi-discipline feature teams of 10-20 people to create core PVE gameplay and content
- Created the system, tools, and process work flow for Thumpers, one of the keystone gameplay features
- Worked with writers to develop the world lore and backbone story of the game
- Organized and designed the layout of the world map, developed an initial blue print for world artists to follow
- Designed and implemented missions using map tools and proprietary scripting engine
- Balanced weapons, skills, and monsters to tune gameplay
- Scheduled and managed resources to unblock work flow and maintain agile development
- Mentored junior designers on using tools and good design principles
- Ran usability and feedback tests to help make important design decisions
- Demoed game at conventions to potential customers and participated in relevant interviews

Senior Game Designer / Scripter, ArenaNet Inc, Bellevue, WA 02/2006-11/2010

- Shipped multiple AAA titles including: Guild Wars: Factions, Guild Wars: Nightfall, Guild Wars: Eye of the North
- Led team of 3-5 designers in creating 1/3 of the map content in Guild Wars 2
- Guild Wars franchise has sold over 6 million accounts worldwide making it one of the best selling PC games of all time. Guild Wars 2 is currently the fastest selling MMO in history with more than 3 million players
- Responsible for the design and implementation of dozens of missions and hundreds of quests
- Scripted advanced game logic and character AI behaviors using proprietary map tools
- Designed and balanced game mechanics from paper to prototyping to polish
- Created game world and lore including the writing of game text and dialogue
- Started company initiative to improve performance and usability of internal game creation tools
- Member of company STRIKE team responsible for bringing game play and usability up to par
- Worked closely with artists, programmers, and QA to ensure utmost game quality
- Directed voice-over recording sessions in studio to ensure quality and consistency
- Represented company at game conventions by demoing products and answering customer questions

Technical Specialist, Newtech Computers, Torrance, CA 2003-2006

- Sold and marketed personal computer system packages to small businesses and defense companies
- Installed and setup computer networks for customers
- Installed/Troubleshoot operating systems and various software
- Provided on-site support and interaction with customers and clientele

Program Manager, Microsoft Corporation – SQL Server Business Intelligence Group: Data Transformation Services, Redmond, WA 2002-2003

- Led product through all development cycles from early milestones to beta stages, including design, implementation and QA
- Independently designed and built technical specifications for product-wide enhancements and new features
- Responsible for driving project milestones and schedule, including risk identification and mitigation
- Researched and applied customer feedback and market analysis into feature requirements
- Facilitated communication between on-site and off-site developers
- Managed daily project status meetings for reviewing specifications and discussing daily issues/triage lists
- Facilitated cross-team efforts and used persuasion and negotiation to drive tradeoffs and influence project management decisions
- Involved in cross-team Data Warehousing projects including preparing data for data mining
- Interacted with customers through presentations during technical conventions and in-house previews
- Completed Microsoft training in Interviewing New Hires, Product Cycle Model, Effective Communication, Effective Specifications, Precision Questioning, Negotiation Strategies, UI Design, Strategic Planning, Cross-group Work, Managing Action

Web Programmer, Epiq Technologies – Online B2B Auction Software, San Diego, CA 2001

- Created new JSPs, Java servlets, Java beans and SQL tables for internal administration tools
- Installed and configured Weblogic server and Oracle database
- Conducted team brainstorming and independent research used to develop and optimize auction logic

Test Programmer, Toshiba - Document Solutions Engineering, Irvine, CA 2000

- Devised test plans and technical reports for testing copying machine and printer product lines
- Debugged and maintained JavaScript tools for remote printer capabilities

EDUCATION

University of California, San Diego

B.S. Computer Science with Area Studies in Music & Political Science

PRESENTATIONS

“Crafting a PVE and PVP Friendly World”, Tencent Headquarters, Shenzhen, China, 9/17/12

Presented an in-depth lecture covering the conflicts of creating a game world that satisfies both the needs of the PVE and PVP player and proposed methods to solve them.

“Designing Dynamic Content”, Tencent Headquarters, Shenzhen, China, 9/17/12

Covered the evolution of game content from static quest lines to customized dynamic content models. Gave an overview of some dynamic content models used in Guild Wars 2 and Firefall.

“Rantings of a Game Designer”, University of California, San Diego, La Jolla, CA, 5/26/11

Invited to talk about my career as a game designer and what it entails. Included an overview of the game development cycle as well as general tips on breaking into the industry.

LANGUAGES

Mandarin Chinese – native speaker, minimal reading skills

AFFILIATIONS

Tau Beta Pi – Engineering Honor Society, International Game Developers Association, National Association of Asian American Professionals, BEAN Young Professional Volunteering and Networking Group, Orange County Asian Professionals

HOBBIES

Muay Thai, JiuJitsu, Rock climbing, Kart Racing, Video Games, Piano, Travel, Food Photography