

**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