Ruichen Liu

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EDUCATION

Boston University — Boston, MA
B.A. in Computer Science; GPA: 3.85 — Jan. 2023 – May. 2025

Purdue University — West Lafayette, IN
B.S. in Computer Science & B.A. in Sound Design; GPA: 3.90 — Aug. 2021 – Dec. 2022

EXPERIENCE

Self Taught Game Developer — Online
Programmer, Technical Artist — May 2022 - Present

- Self-taught game engine Unity, Unity API and coding language C# by myself, currently learning Unreal engine
- Served as the programmer for 5 indie games and Lead Programmer for 2 of them, responsible for writing all of the codes in C#, communicate with the designer and artists to collect their needs and adjust the code, testing and documenting bugs
- Self-taught Blender and animator in Unity
- Served as the technical artist for 2 indie games, transform 2D art resources into animation, adding skeleton to 3D models, designing particle system like cloud and wind
- 3 of them received awards from multiple national game development competitions

EXPERIENCE

Personal Project: resumeGPT
An AI application that generates resume to match the job positionModified privateGPT to let the LLM read users previous experi

- The LLM will decide the most relevant experiences and projects, and add them to the resume
- Using Python to automatically generate a Latex resume