



Christopher Louie

Programmer | Web Designer |
Game Designer



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PROFILE

Interactive Arts and Technology student with a background in interactive technology, game design, and web design. Particularly interested in visual design, programming, and UI design. Skilled with HTML5, CSS3, Adobe Creative Suite (mainly Photoshop and Illustrator), and Figma. Work focuses on finding creative, interesting ways that function and visual design can be combined.

EDUCATION

SFU

Sept. 2016 - Present

BSc. Interactive Arts and Technology
Interactive Systems Concentration

SKILLS

Web

HTML5
JavaScript
Bootstrap 4
MySQLi

CSS3
jQuery
PHP
Ajax

Programming

Processing
Arduino Github
Java Python
C/C++ Unity

Design

Photoshop
Figma
After Effects
InDesign

Illustrator
Framer
Premiere
Maya

Other

Solidworks
Inventor
Ableton Live
Sketchup

8 years experience: HTML, CSS, JavaScript
5 years experience: Photoshop, Illustrator

WEB AND UX/UI DESIGN EXPERIENCE

UX/UI Designer, Prototype Designer

(Outdoor Equipment Exchange: Community Outdoor Equipment Rental App)

School Project (Team) - UX/UI Design

June - July 2020

ROLE

- Helped come up with the app concept, the target audience, and the app features.
- Assisted in creating and designing the app's style guide.
- Contributed to the design of the wireframes and wireflows.
- Designed several of the app elements and components, and the layout of several of the app screens using Figma.
- Implemented the initial interactivity concepts into the Framer mockups
- Designed and created the final interactive prototype in Framer based on the Figma mockups.

TOOLS & SKILLS

- Figma, Framer

Programmer, UI Designer (E-commerce Company Website Prototype)

School Project (Team) - Front-End Web Design

Feb. - Mar. 2019

ROLE

- Used flexboxes to create a responsive design, allowing the website to fit various device screen sizes.
- Designed and coded the product listings, detailed product view, and checkout form/cart pages.
- Coded the JavaScript for the mobile layout's hamburger menu to allow it to expand and collapse.
- Designed the overall style of the website.

TOOLS & SKILLS

- HTML5, CSS3, JavaScript

GAME DESIGN EXPERIENCE

Game Designer, Sound/Graphic Designer (Cyberview: 2D Puzzle-Platformer)
School Project (Team) - Game Design and Development

Sept. 2019 - Dec. 2019

ROLE

- Designed the game mechanics and level layouts.
- Created the general level setups layout diagram using draw.io to from the game's intensity ramp.
- Designed the main game tiles using existing free tiles and some of the game sounds to match out game's aesthetic and visual design.

TOOLS & SKILLS

- Unity, Photoshop, Ableton Live, draw.io

Co-Project Manager, Game Designer (Ticket to Ride Board Game)
School Project (Team) - Game Design

Mar. 2018 - Apr. 2018

ROLE

- Worked as co-project manager to manage team progress.
- Created the game map layout concept.
- Designed the abilities of the power-ups and action cards that allow players to perform special action or sabotage other players, making the game more fun and interesting.

TOOLS & SKILLS

- Photoshop, Illustrator
- Clear communication and collaboration with team members.

LEADERSHIP/VOLUNTEER EXPERIENCE

Live Streaming Technician (Surrey Chinese Baptist Church)
Volunteer

Apr. 2020 - Present

ROLE

- Managed the switching of the live stream feed between the different camera angles and media sources using OBS.
- Monitored the live stream output audio and the YouTube stream status.
- Controlled the PowerPoint slides during the Sunday English worship service.

Workshop Leader and Assistant (SFU TechBytes)
Volunteer

Jan. 2020 - Present

ROLE

- Lead tutorials on how to use software such as Photoshop, InDesign and Illustrator.
- Assisted in teaching the basics of programming in HTML/CSS and Processing.
- Taught and assisted in teaching specialized tutorials on web design topics.
- Provided 1-on-1 assistance for participants on their course projects.

HOBBIES

Gaming



Enjoy playing video games that include strategic planning and expressions creativity. Current favourite games include Genshin Impact and Magic: The Gathering Arena.

Playing Piano



Classically trained pianist playing since 5 years old. Current favourite genres to play are pop and video game music.

Music Production



Self-taught music producer that enjoys producing all genres of music for fun, especially techno-pop, jazz, and lo-fi hip-hop.

Watching Sports



Enjoy watching several different professional sports, particularly hockey, baseball, and basketball.