Christopher Louie

Programmer | Web Designer |
Game Designer

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PROFILE

Interactive Arts and Technology student minoring in Computer Science with a background in interactive tech, web design, data analysis, and game design. Particularly interested in web design, data anylisis, programming, and UI/UX design. Skilled with HTML5, CSS3, JS, Java, Spring Boot, Photoshop, and Illustrator. Work focuses on finding creative, interesting ways of using data to enhance functionality and visual design.

SKILLS

Web

HTML5	CSS3
JavaScript	jQuery
Bootstrap	Java
Spring Boot	Ajax
SQL/SQL Server	

Programming

Python	Spark
Java	Git
Processing	
Arduino	C/C++
Assembly	Unity

Design

Photoshop	Illustrator
Figma	Framer
After Effects	Premiere
InDesign	Maya

Other

Ableton Live
Max 8
Solidworks
Inventor

10 years experience: HTML, CSS, JavaScript
7 years experience: Photoshop, Illustrator

EDUCATION

SFU   Sept. 2016 - Present

BSc. Interactive Arts and Technology
Interactive Systems Concentration
Minor: Computer Science

WEB AND UX/UI DESIGN EXPERIENCE

Programmer, UI Designer (GameInn: Gaming Clip Sharer and Group Finder)   June - August 2021
School Project (Team) - Front End/Back End Web Design

ROLE
- Helped come up with the app concept, the target audience, and the app features.
- Coded the API calls to the Twitch API to get the top 50 game titles in alphabetical order based on the user's input as they type.
- Coded the back end to create and insert the correct embed code based on the clip and it's platform.
- Designed the overall layout and style of the website.

TOOLS & SKILLS
- HTML5, CSS3, JavaScript, jQuery, Bootstrap
- Heroku, Ajax, Java, Spring Boot, Postgress

UX/UI Designer, Prototype Designer, Programmer   June - August 2020
(Outdoor Equipment Exchange: Community Outdoor Equipment Rental App)
School Project (Team) - UX/UI Design

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's elements, components, and screen layouts 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, React (inside Framer)

GAME DESIGN EXPERIENCE

Game Designer, Sound/Graphic Designer (Cyberview: 2D Puzzle-Platformer)   Sept. 2019 - Dec. 2019
School Project (Team) - Game Design and Development

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)   Mar. 2018 - Apr. 2018
School Project (Team) - Game Design

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)   Apr. 2020 - Present
Volunteer

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)   Jan. 2020 - Dec. 2021
Volunteer

ROLE
- Lead tutorials on how to use software such as Photoshop, InDesign and Illustrator.
- Assisted in teaching the basics of programing 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.

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

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

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