



Christopher Louie

Programmer | Web Designer |
Game Designer



cla311@sfu.ca



b.link/CLPortfolio
github.com/cla311



604 367 3928

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 analysis, 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.

EDUCATION

SFU

Sept. 2016 - Present

BSc. Interactive Arts and Technology

Interactive Systems Concentration

Minor: Computer Science

SKILLS

Web

HTML5 CSS3
JavaScript jQuery
Bootstrap
Adobe Experience
Manager
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

WEB AND UX/UI DESIGN EXPERIENCE

Web Design Assistant (New SFU Public Square Website)

September - December 2021

Co-op Work Term #1 - Front End Web Design

ROLE

- Built and edited over 150 pages for the new SFU Public Square website AEM.
- Designed and created various custom components, including their CSS styles and JS functionality, using the existing AEM components.
- Edited the CSS styling of various components and sections based on feedback from user testing, the design agency we were working with, and the SFU Public Square team.

TOOLS & SKILLS

- Adobe Experience Manager (AEM), HTML5, CSS3, JavaScript, jQuery

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 its platform.
- Designed the overall layout and style of the website.

TOOLS & SKILLS

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

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 - Dec. 2021

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.