Joshua Liu

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Objective
Seeking a Gameplay Engineering entry-level job with the opportunity to expand my knowledge about game creation and gain industry experience.

Skills and Qualifications

Proficient in C/C++	Familiar in Python, C#, Java
Professional Fluency in Mandarin	Familiar with Unity, Unreal Engine 4

Education
California State University, Northridge · Northridge, CA   Graduation Date: June 2018
Bachelors of Science, Computer Science

Work Experience
Pasadena City College Computer Learning Center   Pasadena, CA
Tutor / Student Worker II   August 2011-December 2015
- Attached to specific classes with low levels of pass rate. Increased pass rate by 40%.
- Assisted professors with instruction of computer science concepts and algorithms to students.

Projects
For Whom The Bell Tolls   Jan 2019
Main Programmer, UE4 Designer
- 48-Hour Game Jam @ Global Game Jam created in Unreal Engine 4
- Programmed Behavior Tree and Gameplay via UE4 blueprints

Oscuro   Nov 2017 – May 2018
AI Programmer, QA, Creative Lead
- Programmed modular state AI and worked on code integration into main scene
- Worked in small team environment and employed AGILE methodology

Mafia Bomba   Oct 2016
Project Lead, AI Programmer
- 48-Hour Game Jam @ Game Development Club Northridge created in Unity
- Directed team members on what and when was necessary as well as pushed creative direction

Leadership/Activities
Game Development Club Northridge   Northridge, CA
General Officer   Jan 2017 - May 2018
- Planned, Organized, and Ran Events and weekly meetings

Classes

Intro to Software Engineering	Advanced Data Structures (C++/Java)
Computer Graphics(OpenGL/Monogame)	Algorithm Design and Analysis
Introduction to Machine Learning/AI	

Honors/Awards

Boy Scout of America, Eagle Scout - August 2010