



Oliver Qiu **Game Producer** **& Artist**

Portfolio

portfolio.oliverqiu.cool

Contact

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Software

Blender
Unity
Toon Boom Harmony
Adobe Creative Suite
Davinci Resolve
MS Office, G-Suite

Languages

C++, C#
Java, Javascript
HTML, CSS

Skills

3D Modeling/Animation
A/V Production
Project Management
Web Design

Education

B.S. Digital Arts & Sciences | 3.8/4.0 GPA
University of Florida | May 2022

Experience

University of Florida | Aug 2021 - Dec 2021

- Teaching Assistant - Intro Computer-Aided Modeling
- Mentored students in Blender and modeling principles
- Co-coordinated class communications and deadlines
- Evaluated student projects and assignments

Projects / Coursework

Riley's Room | Feb 2022 - April 2022

- Individually developed an interactive, narrative-driven 3D environment for senior design project
- Created all 3D assets and textures from scratch
- Programmed gameplay and interactions

2D Animation Techniques | June 2021 - Aug 2021

- Learned 2D animation fundamentals and production under instruction of Chelsea Cantrell
- Produced multiple short projects (principles, rigging, lip-syncing, etc.) culminating in a final short titled *A Musical World*

Stellae | Feb 2021 - April 2021

- Led a team of six students to create a first-person singleplayer narrative adventure game
- Established gameplay and narrative vision
- Assigned team tasks and deliverables
- Contributed code, 3D/2D assets, and sound design