Oliver Qiu
Game Designer
& Artist

Portfolio
portfolio.oliverqiu.cool

Contact
me@oliverqiu.cool
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Software
Blender
Unity
Adobe Creative Suite
Davinci Resolve
Github

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

Skills
3D Modeling
3D Animation
Gameplay Design
Environment Art
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

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

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 assets, and sound design

very ez very fun | July 2019 - Present
   - Produce bi-weekly Youtube content with a focus on
     music and music education
   - Developed brand identity and marketing materials
   - Collaborated with artists to produce songs as a
     session musician and songwriter