



Oliver Qiu Game Producer & Artist

Portfolio

portfolio.oliverqiu.cool

Contact

me@oliverqiu.cool
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Software

Blender
Unity
Adobe Creative Suite
Github, Jira

Languages

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

Skills

Project Management
3D Modeling/Texturing
Gameplay Design
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

Heavenly Writing Astrology | Jan 2020 - Apr 2020

Front-end Software Engineer

- Developed MERN stack based horoscope web app as part of a seven person student team
- Used Agile Scrum with 4 two-week sprints
- Designed and built front end with HTML, CSS

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