



Oliver Qiu

Game Producer & Developer

Portfolio

portfolio.oliverqiu.cool

Contact

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Software

Blender
Unity
Adobe Creative Suite
Github

Languages

C++, C#
Java, Python
JS, HTML, CSS

Skills

Game Programming
Gameplay Design
3D Asset Creation
Environment Art
Project Management

Education

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

Experience

Arsonal Design | Aug 2022 - Present
Office PA / Runner

University of Florida | Aug 2021 - Dec 2021

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

Projects

DEE n DESK | July 2022

- Led a five person team to create a narrative mystery game in 48 hours for GMTK Game Jam 2022
- Programmed game flow, features, interactions

Riley's Room | Feb 2022 - April 2022

- Individually developed an interactive, narrative-driven 3D environment for senior design project
- Created all assets and programmed gameplay

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