

# Jimmy Liu

#GAMEDESIGNER

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Portfolio  
http://jimmyliugame.com/

## About

Have experience in the development process in making games from the initial conception and design to production and testing. Have cultivated the skills and knowledge required for design games including programming, 3D modeling, story writing, and level design. Am sociable and adept at working with other people, able to manage my own work and co-workers efficiently. Successfully completed fully functional games for use by established organizations.

## Work Experience

### Sheridan Labs (Capstone Project)

Sept 2016 - Apr 2017

#### Game Designer, Narrative Writer, Level Designer - Unity, Photoshop, Articy Draft, Maya

Created a fully realised VR horror game, called Shallow, within Unity with a team of 4 game designers for a 4th year final thesis project. Was responsible for the level design and layout of the game world. Building fully modeled and textured 3D environments. Also wrote the story for the game including all dialogue and drafting the story progression of the game.

Responsibilities: ① 3D Asset Create ② Game Playtesting ③ Story ④ Voice Acting ⑤ Level Design

### Frolic Labs (Full Time)

Jan 2016 - Apr 2016

#### Game Designer, 2D Artist - Unity, Photoshop, Illustrator, Spine

Worked as a 2D artist and general game designer for the upcoming mobile game, Dune Sea. Created the 2D sprite assets for the game including character designs and background assets. Rigged and animated characters using Spine 2D and imported finished characters and animations for integration into Unity.

Responsibilities: ① Core Game Mechanic Development ② 2D Asset Creation ③ Animation ④ Game Playtesting

## Education

### Bachelor of Game Design

Faculty of Animation, Arts & Design

Graduating Class of 2017

#### Sheridan College

Learned the process involved in creating games and the technical skills necessary to develop games. Experimented with different uses of mechanics, level design, narrative delivery, and sound integration to conceive games for the new generation of gamers.

Learning Outcomes: ① Programming ② Story Writing ③ Level Design ④ Animation ⑤ Sound Design ⑥ Game Documentation  
⑦ Game Play Testing ⑧ 3D Modelling ⑨ Texturing ⑩ Rigging

## Skills



Created, textured and rigged objects and characters.



Created games of various genres.



Created, textured and rigged objects and characters.



Creating texture assets and all general image creation.



Wrote object oriented code in Unity.



Created houses and architectural structures.



Created trailers and video for games and presentations



Created 2D animations for import into Unity.

## Interests



**3D Modeling** - During free time create models in Zbrush or Maya to increase proficiency at the tools and test out sculpting techniques



**Sketching** - Do sketching on paper or tablet to generate ideas and concepts for use in games, models and narratives



**Gaming** - Play games of all genres for enjoyment and analyze their mechanics and use of art and storytelling



**Reading/Writing** - Read a variety of material such as books, digital media, and design documents. Write character dialogue and short stories. Main genres are adventure and fantasy

[References Available]