SIMON LIU

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LinkedIn

SKILLS & SOFTWARE

- UX/UI Design
- Gameplay Design
- Level Design
- Game Pitching
- Game Production
- Development Plan Management
- Written & Verbal Communication
- Basic Concept Art Creation
- Unreal Engine 5 (UI, Blue Prints)
- Procreate
- Maya
- Game Maker Studio 2 (UI)
- Jira, Trello
- Basic Python

EXPERIENCE & PROJECTS

UX/UI Designer———————————————University of Utah (2023~Present)

- Designed and implemented main menu, HUD, pause menu, win/fail game menu for class project "Metaconstruct".
- Designed and implemented main menu, fonts, win/fail game menu for class project "Nutrients Dungeon".

Gameplay & level Designer—————————————University of Utah (2023~Present)

- Designed core mechanics, gameplay cycle, and levels for class project "Nutrients Dungeon".
- Designed and created broad game "To the Heart of the Earth".

Game Production————————————University of Utah (2024 Summer)

- Was in charge of production of the game "Nutrients Dungeon", setting development goals, collecting play test feedback, adjusting development plan accordingly, and promoting team communication.

Product Design——————————University of California, San Diego (2022)

- Designed and presented the classroom sign improvement plan. The plan was accepted and implemented in school buildings.

EDUCATION

Bachelor of Science in Games———————————————University of Utah
(3.92 GPA, expect to graduate in May 2025)

Bachelor of Visual Arts—————————————University of California, San Diego
(3.8 GPA, first & second year of college)