

# Yukai Liu

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## Education: B.S. in Computer Science Game Design

University of California, Santa Cruz

Winter/Fall 2021 Dean Honor student

June 2022

GPA:3.78

Eligible to work in United States

## Game Projects:

### Game Design

#### Ultra-Alien Escape:

Winter 2021

- A simple Mario-Like game created by using Construct 3
- Level Designer, Sprite Artist

#### Spirit Photographer:

Fall 2021

- A Point and Click Style Visual Novel-based game to investigate items to obtain a clue
- Level Designer, Item interaction programmer

#### Phasmophobia Board Game:

Fall 2021

- A board game version of Phasmophobia
- Game System Designer, Game board & Assets Art Designer

#### Spirit Kin:

Spring 2022

- Capstone Game design project
- A 3D action adventure game design in Unity
- Game Designer, Level Designer, Scene Designer, Scene programmer

### Game Analysis

- Analysis video of Sekiro MDA: <https://youtu.be/xhc4fGoAkAw>

Winter 2021

### Game Sound effect

- Sound effect redesign of Celeste: <https://youtu.be/BsR3JqNXEm0>

Summer 2021

## Gaming Knowledge:

History of Digital Game	Algorithmic Music for Games	Foundations of Video Game Design	Game Real-Time Rendering
Video Games as Visual Culture	Advanced Programming	Game Dev/Design Experience	Game Design Practicum
Creating Digital Audio	Game Technologies (Unity)	Game Systems	Game Design Principles

## Skills:

<b>Languages:</b>	Chinese(native)/English(fluent)/Japanese(entry level)
<b>Computer Languages:</b>	Java Script, C#
<b>Game Engines:</b>	Unity, Construct 3, Twine, Phaser
<b>Tools:</b>	Microsoft office, Photoshop, Premiere, Pixel art, Illustrator Reaper, Audacity, Cricut, 3D printing, Blender

## Work Experience:

### Game Level Designer, Alter Learning EP

Nov.-Now

- Managing Game Design/Development of an educational game projects for an MVP
- Creating the level design based on existing the game mechanics, balance the gameplay system, and generate various ideas for the game in the document. Confirm the QA before the post-production.

### Game Designer, Unscrolled

Sep.-Now

- Creating a Narrative Decision-Based adventure mobile game targeting kids aged 6 to 12.
- Helping the lead designer create the puzzle level design and Mini games in Unity, creating GDD, balancing the gameplay/ currency system for main game.

### Studio Assistant, Digital Scholarship Innovation Studio, Santa Cruz, CA

Jan.-Sep.2022

- Worked on 3D modeling/printing-related projects, assist patrons use 3D printer.
- Studio training design based on Game Design principles, provide game design expertise.
- Helping training students and patrons to using VR equipment correctly.

### VR Game Designer, Digital Scholarship Innovation Studio, Santa Cruz, CA

Jul.-Aug.2021

- Collaborated with 3 peers to create a concept of VR game for a 3D printing tutorial.
- Gamify the unique applications of 3D printers for UCSC 3D-Printing Library.