QUENTIN LIU

Gameplay Designer

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SUMMARY

Experienced Game Designer with 2+ years experience, specializing in UE4 and Unity. My expertise lies in gameplay design, system development, and monetization strategies. I have successfully completed several team and solo projects over the past two years, showcasing my ability to deliver efficient and innovative solutions.

PROJECTS

Gameplay | System Designer
Date period

Legacy Miners- Lasalle College Vancouver
Burnaby, BC

Legacy Miners is a 2D Roguelike crafting and adventure game developed by 9 people.
- Conducted system balancing, including the tuning of equipment and enemy statistics.
- Managed character animation, focusing on creating dynamic and engaging movements.
- Utilized Excel sheets for the organization and adjustment of tunable game variables.

Gameplay Designer
07/2023 - Present

GasDiver- VFS
Burnaby, BC

GasDiver is a 3D On-Rail shooter game developed by 4 people.
- Design and developed the entire gameplay system utilizing Unity's built-in spline tools.
- Design and implement cinematic cuts to enhance player gameplay experience.
- Balancing and tweaking weapon stats and enemy stats.
- Working with another designer to build the flow for the online leaderboard.

Game Programmer
04/2023 - 07/2023

DeoVolente- VFS
Burnaby, BC

DeoVolente is a 3D First-person Puzzle Solving Horror Game, designed and developed by team of 4.
- Designed and implemented the entire gameplay system(stealth, peeking, line of sight).
- Crafted 5 different levels each with a unique play style(red light green light, stop and turn around, moon walking, shadow twins etc).
- Adding diary pages to the game utilizing the narrative part of the story as well as giving player hints.
- Utilized SourceTree for efficient game changes and version control.

VOLUNTEERING

UI/UX Designer
05/2022 - 01/2023

Defend

Design and develop search/discovery section for upcoming app "65squares".

EDUCATION

Programming for Game, Web, Mobile
01/2023 - 12/2023

Vancouver Film School
Burnaby, BC

Game art and Design
01/2020 - 09/2022

Lasalle College Vancouver
Burnaby, BC

SKILLS

UE4 · UE5 · Visual Scripting · Microsoft Office Suite · Unity · Trello · Blueprint · C# · Game Development · Git

STRENGTHS

✍ **Soft Skills**
Self Organized, Team Worker, Creative, Narrative Skill, Leadership, Friendly, Time Management, and Fast-learner.

⚙ **Languages**
Chinese and English

📄 **Other Interests**
Art Drawing for game characters, Editing Game montage and game trailers, Game programming, Web development