

# DEMI LIU

## GAME DESIGNER

System & Technical & Level Design



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### REWARD

**Chu Mo (2023 -2024)**

- GDC24 Alt.Ctrl. Award
- IndieCade 2023 - Live Action Award

### SKILLS

#### Game Design

- Technical Design
- System Design
- Level Design
- Rapid Prototype
- Documentation
- Feedback Analysis

#### Programming

- C# • Java
- Unreal Blueprints
- Shader Graphs
- Enemy AI
- UI
- Data Management

#### Communication

- Team Collaboration
- Problem-solving
- Adaptability

### SOFTWARE

#### Game Engines

Unreal Engine 4 • Unity 3D • Unity 2D  
Makey Makey • Arduino

#### Source Control

Perforce • GitHub • Hansoft

#### Modeling

Autodesk Maya • Blender

#### Creative

Photoshop • Figma • Aseprite

### LANGUAGE

Fluent speaking, reading, and writing

- English
- Chinese - Mandarin

### SELF-ASSESSMENT

Passionate and innovative game designer with **four years** of hands-on experience in Unity engine development. Expertise in designing **diverse game types** including casual, action, shooter, RPG, and puzzle. Driven by a strong commitment to **continuous learning** and professional growth, I am eager to apply my skills to create ground breaking games and add significant value to your team.

### EDUCATION

2020. 09 - 2024. 04

**ArtCenter College of Design, Pasadena CA**

Bachelor of Science in Game Design

Expected Graduation April 2024

### WORK EXPERIENCE

**WARPED WORLDS** Game Design Intern - Warped Worlds

January 2023 - Present | Los Angeles, U.S.

**Chu Mo 除魔**

Alt.Ctrl.GDC 2024 Award

Indiecade 2023 Live Action Award

**Roles: Game System Designer & Lead Programmer**

- **Led 12-person team:** Developed a horror-themed escape room game integrating video games and physical controllers.
- **Unity development:** Used Unity to design core game systems, incorporating Arduino and Makey Makey for innovative interaction methods.
- **Project management and collaboration:** Responsible for the layout of interactive elements, co-created puzzle systems with the team, and optimized the gaming experience.
- **Gameplay and performance optimization:** Directed playtesting, analyzed feedback, and improved player satisfaction.

### PROJECT EXPERIENCE

**Bone Hunter - Capstone Project**

2D platformer action RPG | January 2024 - April 2024

**Roles: Lead Programmer & Combat Designer**

- **Lead Core Programmer:** Managed a 26-person team to develop a 2D side-scrolling action RPG featuring multi-weapon combos.
- **System Development:** Implemented core combat systems, including weapon wheel switching, attack blocking, and enemy AI.
- **Cross-departmental Collaboration:** Worked closely with level designers to refine game content, ensuring efficient iteration of design and metrics.
- **Interface and Experience:** Collaborated tightly with animators and UI/UX designers to enhance the visual and interactive design of the combat system.

**Because It Is There**

3D Third Person Shooter | September 2023 - December 2023

**Roles: Design Leader & System Designer & Level Designer**

- **Team Leadership:** Led a 7-person team in developing a space adventure shooter game with infrastructure systems.
- **Gameplay Design:** Conducted in-depth analysis of shooter game player needs, planned and implemented core gameplay.
- **World-building:** Created a rich, logically consistent game world, enhancing story and cultural settings to improve player experience.
- **System Balancing:** Authored design documents and finely balanced the game's core loop.