

River Liu

Gameplay Programmer

river.lyuxin@gmail.com

<http://riverliu.net>

412-298-4679

git: river34

EDUCATION

Carnegie Mellon University, Entertainment Technology Center (ETC)

- Master of Entertainment Technology Pittsburgh, PA - US | Aug 2016 - May 2018

Chinese University of Hong Kong

- Master of Arts in Comparative and Public History Hong Kong | Aug 2013 - May 2015

City University of Hong Kong (First Class Honors)

- Bachelor of Engineering in Information Engineering Hong Kong | Aug 2008 - Jul 2011

SKILLS

Programming: C#, C, C++, Java, JavaScript, JQuery, PHP, Cg

Tools: Unity, SQL Workbench, Premiere, Photoshop, Logic X, Perforce, SVN, GitHub

WORK EXPERIENCE

Web and Server Developer

RFA Ltd., Hong Kong | Apr 2015 - June 2016

- Shipped 2 products in Feb 2016 - available in Apple Store and Google Play
- *Social Networking Application* - Senior Server Programmer, UI Programmer
- Developed a social networking application for iOS/Android
- Responsible for server API, instant messaging, cloud services, user management with PHP/JQuery
- *Duobao - Mobile Game* - Senior Server Programmer, UI Programmer
- Implemented a multi-player mobile casino game for iOS/Android/Web
- Responsible for server API, gameplay logic, multi-player control with PHP/JQuery

Web Developer, UI Designer

Trumpteck Ltd., Hong Kong | Apr 2013 - Apr 2015

- Built commercial websites for clients with PHP/Java/JQuery/HTML
- Responsible for database, administration systems, data implementation, documentation

PROJECTS

Oculus Story VR (ETC at EA) - Lead Programmer

ETC | Jan 2017 - May 2017

- Developing an experience to evoke precise emotions through storytelling
- Created 4 playable prototypes to explore interactive storytelling in VR with Oculus and Touch
- Designed and implemented gameplay systems, interactions and fish movement simulation in Unity
- Developed new ways to render models with Cg

Building Virtual Worlds - Lead Programmer, Game Designer, Producer

ETC | Aug 2016 - Dec 2016

- Created 5 immersive worlds in different interdisciplinary teams of 5 in two week cycles
- Developed on platforms such as Oculus VR with Leap Motion, HTC Vive, Anki - Cozmo, CAVE, Makey Makey
- Implemented gameplay, hand gesture recognition, multiplayer control, mobile-VR interaction, server API
- Havoc - experience featured in BVW festival '16 and special mention in Jesse Schell's talk at GDC '17

AI and Algorithm Research - Programmer

City University of Hong Kong | Sep 2011 - Apr 2013

- Published an IEEE paper on convergence time of dual neural network-based kWTA
- Researched and created algorithms for image enhancement
- Contributed to an image rendering program with C++/C

PERSONAL PROJECTS

Tuesday Night Games

Feb 2017 - Present

- Developed 5 games exploring different game genres based on a prompt based approach in Unity
- Demoed at Winter Play Game Expo, Demo & Play, Cherry Blossom Festival, Spring Play Game Expo '17
- Gave a talk on rapid prototyping and iteration at Women In Games '17
- Previous games were published on Game Jolt, itch.io

Game Jams

Jan 2017 - Present

- Created games for One Game a Month (1GAM), IndieCade's ResistJam, Game4Change, IndieCade '17
- Developed a Global Game Jam game and won the first prize at Google Launchpad