

Sung-Chu Liao

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Game & Level Designer

Qualifications:

- Skills:** Game Design, Level Design, Programming, Modeling, Virtual Reality, User Experience, Texturing, Rigging, Animation Design, Design Documents, Scheduling, Team Collaboration
- Tools:** Unreal 4 Engine, Unity, UDK, Processing, Maya, Zbrush, Photoshop, Substance Painter, Mudbox, 3D-Coat, MS Suite, Jira
- Languages:** C#, Unreal Blueprint, C++, Java, JavaScript

Professional Experience

Bebopbee Inc., Union City, California

Associate Game Designer, 2/2016 – 12/2016

Set game configurations, built NPC events, and designed immersive gameplay and levels for projects including Snapimals, Jurassic GO, and Super Jump League. Repaired faulty scoring configurations.

Razor Edge Games, Remote

Hard Surface Modeler, 5/2015 – 1/2017

Utilized tools such as Maya, Zbrush, and 3D-Coat to model various game elements.

Brogent Technologies Inc., Taiwan, Kaohsiung

3D Modeler & Game Design Intern, 6/2014 – 8/2014

Mastered usage of industry-standard design technologies. Successfully prototyped and document gameplay and animated several character displays for and throughout Shang Shun Theme Park and the Theme Park Arcade.

Select Projects

Dash Quasar – Designer & Gameplay Programmer: Partnered with the colleague for initial game design.

Personally scripted and designed interactive items, NPC properties, and Artificial Intelligence, and designed an entire level.

Paper Rush! – Game Designer & Artist: Documented and designed structure pattern for full game design.

Prototyped the playable demo on PC. Then completed the gameplay programming, UI and level design with my teammate, Bingnan Li.

OtherSide – Game & Level Designer: Documented and designed maps and gameplay in preproduction. Scripted a full game mechanic, cut scenes, and level triggers and events.

Education and Credentials

University of California Santa Cruz

Master of Science in Computer Science, Games & Playable Media (8/2018)

Academy of Art University

Bachelor of Fine Art, Game Development & Game Design (12/2015)

Spoken Languages: English | Mandarin