Keith Liu

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Skills

Game Design · Level Design · C++ · C# · Unreal Engine · Unity · Godot · Blender · 3D modeling · Animations · Character Design

Projects

Dogeball [Godot] - Game Designer | Artist   Oct 2023
A chaotic dodgeball multiplayer party game, boasting adorable dogs, and capable of hosting 24+ player lobbies.
- ❖ Developed the MDA using design documents to maintain a cohesive vision amongst team members.
- ❖ Modeled and rigged 3D characters with Blender.
- ❖ Utilized shaders and the Godot particle system to create in-game VFX.
- ❖ Conducted a 24-player stress test at a LAN party.

Deathwish [Unreal Engine 5] - Game Designer | Level Designer   Dec 2022
A challenging fast-paced tactical shooter that rewards precise gunplay and clean movement.
- ❖ Created an immersive and high-octane gameplay loop for a fast-paced tactical shooter experience.
- ❖ Designed and built multiple levels in Unreal Engine 5, seamlessly integrating them with the gameplay.
- ❖ Collaborated closely with programmers and sound engineers to achieve a cohesive aesthetic.

SAD Engine - Programmer   Dec 2022
ECS-based custom game engine created using OpenGL, C++, imgui, and entt that runs a 3D FPS game.
- ❖ Developed a configuration and game state file management system.
- ❖ Implemented an audio management system for the engine using SDL to handle in-game audio.
- ❖ Implemented raycasting for the engine to handle in-game shooting mechanics.
- ❖ Utilized GitHub and Trello for streamlined task management and effective communication within an 11-member team.

Die for a friend [Unity] - Game Designer | Artist   Jul 2022
An atmospheric narrative puzzle game that immerses players in a short and relaxing experience.
- ❖ Crafted a captivating and relaxing puzzle game, designed to deliver an enjoyable and laid-back experience.
- ❖ Orchestrated the art, sound, and narrative elements to create an immersive atmosphere that engrosses players.

Mono [Unity] - Game Designer | Gameplay Programmer   Feb 2022
A cute puzzle platformer that challenges players' memorization and problem-solving skills.
- ❖ Conceptualized the game systems.
- ❖ Programmed the game's controls, physics, and core systems.

Apophis Protocol [Unity] - Game Designer | Level Designer   Dec 2021
A high-octane movement shooter delivering fast-paced action with a vast arsenal of weapons.
- ❖ Designed and implemented dynamic level layouts leveraging a wide range of intricate movement mechanics.
- ❖ Designed engaging combat mechanics for a captivating movement shooter experience.
- ❖ Streamlined workflow and facilitated clear communication by effectively conveying design concepts to a small team of six using design documents for levels and gameplay.
- ❖ Led and collaborated with a small team of artists, leveraging interpersonal and communication skills to maintain a cohesive project aesthetic.

Nivis [Unity] - Game Designer | Programmer   Dec 2021
A sci-fi tower defense game featuring an array of towers and enemies offering limitless gameplay options.
- ❖ Created a scalable framework, simplifying the implementation of features and updates for a Tower Defense game.
- ❖ Designed and scripted a large variety of tower and enemy types to deliver a compelling and engaging experience.
- ❖ Conducted playtests after each iteration to ensure game balance and proper game flow for our target audience.
- ❖ Collaborated on overhauling the user interface, prioritizing discernibility for meaningful play.

Education

British Columbia Institute of Technology - Bachelor of Technology, Games Development   Apr 2023

British Columbia Institute of Technology - Diploma, Computer Systems Technology   Apr 2019