

# CHUAN LIU

GAME PROGRAMMER

ChuanLiu87@gmail.com/RolloLiu.com

+44 (0) 7831-388504

13 Emineo, Station Road, Beaconsfield, UK, HP9 1AU

*I am a multilingual, multidisciplinary recent graduate with strong C/C++ programming skills and a practical understanding of art. Throughout my education I have proved myself to be a hard-working, creative and accountable team player.*

## EDUCATION

### 2009 – 2011 **MSc Computer Games Programming**

Teesside University, Middlesbrough, UK

#### **Relevant Modules:**

Project and Dissertation  
Games Software Engineering  
Multiplayer and Mobile Games Programming  
Artificial Intelligence  
Realistic Simulation  
Game Studio Practice

**(Key Projects on page 2)**

### 2008 – 2009 **BSc Computer Studies**

Teesside University, Middlesbrough, UK

#### **Relevant Modules:**

Advanced Programming Environments  
Artificial Intelligence  
Operating System  
Emerging Technologies

### 2005 – 2008 **Higher National Diploma (HND) Computer Software Development**

Beijing University of Aeronautics and Astronautics, Beijing, China

## SKILLS

**Programming** **C/C++, Objective-C, C#**,  
AS3, Python, Java, PHP, Lua, SQL, BASIC

**Art** **Sketching, Concept Art**,  
Character Design, 2D Animation, UI

**Software** **Visual Studio, Xcode, Photoshop, Flash, WordPress**  
Flash Builder, After Effects, Maya, Microsoft Office, iWork, iLife

**SDKs** **OpenGL, SDL, Cocos2D, Box2D, HGE**,  
Flex, Ogre 3D, FreeImage, FreeType 2, Unity 3D, irrKlang

**Language** **English, Chinese (Mandarin)**,  
Japanese

## EXPERIENCE

**Oct-2012 – Nov-2012**  
**(Contractor)**

**iOS Game Developer - Apptoyz**  
**Apptoyz International Ltd.**

I have been working at Apptoyz as an iOS game developer for many of their game apps such as "Duck Hunter" and "Pull!".

- Developed and maintained existing game projects;
- Doing research for our upcoming projects;
- Communicate between team lead and artists.

**June-2011 – Present**  
**(Freelancer)**

**Level Designer, Software Engineer - Fairycode Studio**  
**Beijing Suowangda S&T Co, Ltd.**

I have been remotely freelancing for Fairycode Studio based in Beijing as the level designer and software engineer of their upcoming iOS action title Lola Swift.

- Designed and implemented several prototype levels;
- Temporary usage art elements and animation produced;
- Implemented some functional modules, gameplay and development tools;
- User experience research.

## KEY PROJECTS

**Project and Dissertation**

**Fairy2D Game Engine**

This project is part of my Masters dissertation. I have established a full-featured game engine by only using OpenGL in C++. It also features integration with Box2D as its physics engine. In addition, a physic based game demo has been built on this engine for demonstration. It is one of my personal efforts, and some of them are still on-going.

**Multiplayer and Mobile Games Programming**

**An iOS Game Prototype**

The iOS Game "iMole" is a classic "rock the mole" game which is developed for iOS devices. With its simplistic graphics and sound effects, it's easy to play, but with great fun.

**Realistic Simulation**

**Cloth Simulation**

I have implemented a cloth simulation using OpenGL in C++. It is a real time rendering physics simulation program.

## ADDITIONAL INFORMATION & INTERESTS

**Game Development**

In my spare time, I do some game designing, improving my own game engine, developing games with my friends.

**Drawing**

I design and draw characters for fun, and create graphic materials for my game.

**Hardcore Gamer**

I play video game over 20 years. In 2009 I established a guild and led over 200 players in World of Warcraft. Our guild rank was on the top 10 list in our realm (over 100 guilds ranked).

**Animation & Manga**

Watching every week. Also learn some techniques of representation from those opuses.

**References: available on request**