

SHAWN LIU

Game Designer

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SKILLS

Game Design

- C# scripting for Unity 3D
- Blueprint visual scripting for Unreal Engine 5
- Pen-and-paper level design, blockout and prototype
- UI/UX wireframe design and UI design
- Game design documentation
- Creative writing and storyboarding
- Team organization and management

Software

- Unity 3D, Unreal Engine
- Photoshop, Illustrator, Figma
- Microsoft Office, Excel

Language

- English
- Mandarin

EXPERIENCE

Sanzaru Games @ Meta

Senior Level Designer, Lead Level Designer. Full-Time
(Aug. 2021 - Mar. 2026)

Asgard's Wrath 2

- Design, collaborate, and manage 3 story levels in UE4.
- Develop open world features with world streaming & XR.
- Led, designed and collaborated on DLC/Live-Ops contents after game launch.
- Design 10+ levels for the Endless Dungeon mode.
- Level walkthrough, maps and prop specs documentation.

Unannounced Projects

- Support in design/implementation of prototype level and NPC behavior in UE5.
- Designing multiple maps/game flows for settlement style levels and open world levels.
- Experimenting on level design to establish metrics, atmosphere and gameplay.
- Designed game flows, maps, blockout and gameplay implementation on a story level.
- Collaborated with the audio team on systems for VO tools/implementation.
- Led a team of 4 designers, supporting story level/side content development, feedback iteration, collaboration between teams and aligning direction.
- Support schedules, meetings, scope management with producers.

Wvorld Studios Inc

VR Developer. Part-Time Contract
(June. 2021 - Aug. 2021)

- Developing, testing, and releasing new cards for VR multiplayer card game Re-O-Ri.
- Develop sponsor exhibit experiences for 3D virtual trade shows platform Venu.

BleachKitty Games

Game Design Intern. Contract
(Feb. 2020 - Aug. 2021)

- Level walkthroughs and detailed level maps.
- Level layouts in Tiled.
- Basic engine scripting with lua.

Academy of Art University

Administrative Intern. Part-Time Workstudy
(Jul. 2019 - May 2021)

- Design event posters, infographics, and logos.
- Design Websites with Wordpress.
- Organizing documents, spreadsheets, and emails.

National Taipei University of Education

Project Assistant. Full-Time Contract
(Jan. 2016 - Dec. 2017)

- Managing meetings, achievement evaluation, finances.
- Design promotional videos and posters.
- Demo project results for annual exhibitions.

EDUCATION

Academy of Art University - San Francisco, California

- Master of Fine Arts in Game Development
- Game Design, Sept. 2018 - May 2021

National Taipei University of Education - Taipei, Taiwan

- Bachelor of Design in the College of Science
- Digital Technology Design, Sept. 2011 - Jun. 2015

ACHIEVEMENTS

Asgard's Wrath 2 (Aug 2021 - Dec 2023)

Level Design / DLC

- Won Game of the Year at D.I.C.E Awards
- 10/10 perfect score on IGN, 86 Metacritic score
- Design multiple story levels, supporting DLC content



Hickory (Sept 2019 - May 2022)

Project Lead / Game & Puzzle Design

- Honorable Mention - 2022 Spring Show for Full Game
- Led a full team of designers, engineers and artists
- Design concepts and puzzles



Dice it Boba (March 2022)

Game Design / Art Design

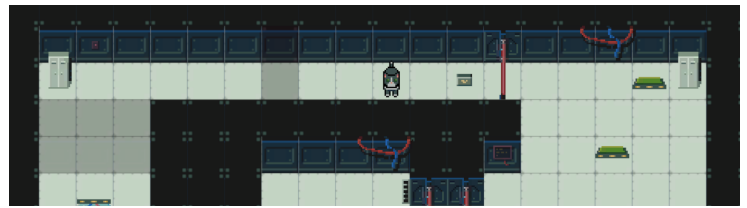
- Rank 4 - GamesPlusJam 2022
- Design game concept/mechanics
- Concept/create art assets



Fureality (June 2021)

Level & Puzzle Design / UI Design / Scripting

- Rank 32 - GMTK Game Jam 2021
- Designing levels and puzzles & scripting support
- Splash art/UI art creation



The Compliment Corner (Feb 2021)

Game Design / Art Design

- Runner Up - 2021 Spring Show for Game Mechanics
- Rank 4 - GamesPlusJam 2021
- Design concepts and art asset creation



Robix (Feb 2020 - April 2020)

Game Design / Scripting

- 1st Place - 2020 Spring Show for Game Prototypes
- Design concepts, level design, and design doc
- Scripting in Unity 3D for Android mobile systems



Disgaea Board Game (Sept. 2018 - April 2019)

Game Design / Art Design

- 1st Place - 2019 Spring Show for Board Games
- Design concepts/systems and design doc
- Art design and printing for all components



Time (Jun. 2013 - Jun. 2015)

Game Design / Art Design

- 3rd Place - 2014 4C Digital Creative Award
- Displayed in the 2014 Young Designer's Exhibition
- Design direction, level design and narrative story

