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# SHIH-JIA JASON LIU

Unity Developer



## PROFILE

Highly motivated individual with a passion for building games and interactive experiences using Unity & C#.

I'm interested in crafting new gameplay experiences and pushing the boundaries of technology through mediums such as Augmented & Virtual reality. I'm a team player with strong communication skills.

## PORTFOLIO

- [Portfolio](#)
- [LinkedIn](#)
- [Itch.io](#)
- [GitHub](#)

## Experience

### Unity Developer, Apprenticeship

GameDevHQ

Apr 2021 - present

The Professional Unity Developer Program from GameDevHQ delivers career ready software engineers. The program focuses on using game development as a gateway to software engineering.

After completing this curriculum, I will be able to do the following:

- Develop and improve various game systems (AI, UI, tools, etc.)
- Code core systems and gameplay mechanics
- Implement game features and systems in Unity/C#
- Architect event-driven systems
- Profile & optimize applications
- Experienced with Agile development
- Experienced with Git/Github
- Experience publishing multiple game titles
- Work well with designers and artists

C# concepts mastered include the following:

- Classes
- Static Types
- Enums
- Dictionaries
- Abstract Classes and Interfaces
- Delegates and Events
- LINQ
- Game Programming Design Patterns
- Scriptable Objects
- Unity Web Requests

## CERTIFICATIONS

**Complete Blender Creator: Learn 3D Modelling for Beginners**  
Udemy

**Create a City Building Game with Unity [2018]**  
Zenva

## Skills

Game Development & Design



2D Arts Design with Photoshop



C# Programming



Version Control with Git



3D Modeling with Blender



2D Animation Design with After Effects

