

David Shiyang Liu

interdisciplinary game + experience designer

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education

May
2015

Carnegie Mellon University, Entertainment Technology Center (ETC)

Masters of Entertainment Technology

Jan
2009

Swinburne School of Film & Television (Melbourne, Australia)

Loyola Marymount University (overseas exchange)
Bachelor of Film & Television (1st Hons.)

project work

Feb
2014

Not Everything is Flammable

game designer/artist/co-producer

A physics-puzzle-action-platformer made in 48 hours for the **Global Game Jam 2014**. The game won **Judges' Choice** at the Pittsburgh jam site, and went on to be mentioned on blogs such as [indiegames.com](#), [kotaku](#), & [rockpapershotgun](#).

Jan
2014

project SANDBOX

producer / experience designer

A joint project between the ETC, the **MAKESHOP** at the **Childrens Museum of Pittsburgh**, & the **New York Hall of Science (NYSCI)**. This ongoing project will culminate in a digital artifact that will bridge the gap between **parents, children, science content & maker culture**.

Nov
2013

81 Monsters

producer/artist/lead character designer

A **meta-festival ambient card collecting game** for the ETC Building Virtual Worlds (BVW) Fall 2013 festival. David **created and designed all 81 monsters** for the cards, while helping to **produce and design the experience** with a team of 7.

Jun
2012

Songbird

core creative/game designer/film director

A sold-out **ambient narrative Alternate Reality journey** that mixed theatre, live music, films, and a mobile phone. David crafted the moments where the **digital and real world intersect**, using **geolocation**, an **iOS app**, **faux SMSes**, and a pervasive **pre-show marketing campaign**.

employment

2009
-2012

Freelance Filmmaker

Commercial Director for Film & Television

My work spans documentaries, television commercials, music videos. Some of my ex-clients include the **BBC World Service**, **SAP**, **Scantek**, **France.tv** and **Ford Motors**.

language skills

- English (Native)
- Mandarin
- Cantonese
- Hakka
- French (Beginner)

production skills

- Game + Experience Design
- Production Management
- Scriptwriting
- Directing Actors
- Cinematography
- Motion Graphics
- Rotoscoping + Compositing

proficient skills

- Adobe Photoshop, Illustrator, InDesign, Premiere Pro
- Final Cut Studio 7 & X
- After Effects, Mocha,
- Apple Logic, Audition
- Pro Tools, Reaper
- Word, Excel, Powerpoint
- Google Drive

beginner skills

- Nuke, Shake,
- Syntheyes, Bijou
- 3Ds Max, Maya, Terragen
- Source Filmmaker
- Unity3D
- Perforce

awards & interests

Filmmaking

Festival awards across directing, cinematography & editing.

Podcasting

Certified Coffee Barista
Session Drummer