

JIAJUN “JEREMY” LIU

Game designer with three years' industry experience. Seeking game designer internship.

Portfolio: gameaweek.com | Email: jiajun.liu@cmu.edu | LinkedIn: [linkedin.com/in/liujiajun](https://www.linkedin.com/in/liujiajun)

WORK EXPERIENCE

Senior Game Designer, NetEase Games

Guangzhou,
China

Apr 2013 -
Jul 2016

Lead Content Designer and System Designer, *Realm of Duels*

(Shipped, website: mjdj.163.com | A multiplayer trading card game)

- Acted as the founding designer of the game, led a team of three, solely responsible for the narrative, world design, user interface, typography, and nearly 500 unique cards' design and over \$200,000 art budget.
- Oversaw the design and implementation of multiple gameplay systems, such as skill special effect animations, card art gallery, and online quests.
- Streamlined team productivity and efficiency by establishing a wiki site to consolidate design documents, which later was adopted company-wide.
- Produced illustrations and soundtracks by conducting collaborations with artists and musicians overseas, managed art and sound resources.

Content and Economy Designer, *Tianxia 3*

(Shipped, website: tx3.163.com | An award-winning free-to-play MMORPG)

- Designed and implemented in-game quests, holiday events, experiences, and rewards. Holiday events achieved above-average participation and revenue.
- Re-designed 30-minute long tutorial session, boosted 30-minute retention by 22%.

Lead Designer, *Sarira* (A recruit training game project)

- Led a team of nine, designed level, gameplay and managed project schedule.
- Ranked 4th among more than 80 fellow design projects.

EDUCATION

Carnegie Mellon University, Entertainment Technology Center

Master of Entertainment Technology

Pittsburgh, PA
2016 - May 2018

Wuhan University, School of Information Management

Bachelor of Arts in Editing and Publishing

Wuhan, China
2009 - 2013

ACADEMIC PROJECTS

Game Designer and Programmer, *InTouch*, ETC

- Lead the design of a VR tabletop game. Facilitated iteration procedure.

Jan 2017-
Present

Unity Programmer, *Building Virtual Worlds*, ETC

- Designed and implemented interactive worlds in an average two-week cycle.
- Developed Unity projects as a programmer on VR platforms.

Fall 2016

PERSONAL PROJECTS

Waves of Life (A Global Game Jam 2017 Aesthetic Excellence Award winner)

- Designed level layout. Brainstormed, rapid-prototyped and defined game mechanics.

Jan 2017

14 Games in 14 Weeks

- Implemented 14 different games to develop Python programming skill.

Summer 2014

Lead Translator, *The Art of Game Design: A book of lenses, 2nd Edition*

Apr 2016

SKILLS AND EXPERTISE

Skills C#, Python, Unity3D, Spreadsheets

Languages English, Mandarin

Additional Fundamentals of Computing, a 6-course specialization (*Coursera, Sep 2015*)