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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

- Personal Website
- 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

| Skill | Level | Skill | Level |
|---|---|---|---|
| Game Development & Design | ●●●●● | 2D Arts Design with Photoshop | ●●●●● |
| C# Programming | ●●●●○ | Version Control with Git | ●●●●○ |
| 3D Modeling with Blender | ●●●●○ | 2D Animation Design with After Effects | ●●●●● |