



RON LIEW

MULTIDISCIPLINARY DESIGNER &
GAME DEV

CONTACT

- [RONLIEW.ME](https://ronliew.me)
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SKILLS / TOOLS

- Unity & Unreal Engine
- Photoshop & Illustrator
- Adobe Creative Suite
- Maya 3D
- Substance Painter
- Blender
- FL Studio
- Microsoft Office

PROGRAMMING LANGUAGES

- C#
- C++
- HTML & CSS
- Python

ACCOMPLISHMENTS

- Inaugural RBC Gaming Grant Winner (2023)
- Level Up Showcase Finalist (2023)
- Sheridan College Tutor of The Month (April 2023)

INTERESTS

- Streetwear & Clothing Design
- Interactive Digital Art
- Social Media Content Creation
- Music Production
- Video Editing & VFX

EDUCATION

Sheridan College
Honors Bachelor of Game Design
2019 - 2023

WORK EXPERIENCE

Game Developer – Addicting Games NOV 2022 – OCT 2023
Mope.io & Devast.io | Internship – Los Angeles, CA

- Programmed gameplay changes/features for updates and new game modes
- Collaborated on front-end development, revamping outdated pages and art assets
- Worked closely with QA to test, create tickets and provide qualitative feedback
- Stayed up-to-date on pop culture and gaming trends to provide and influence new content ideas for future gameplay updates
- Leveraged Jira and Git, aligned with the dev team's established Agile workflow

Unity Game Programmer – Little Guy Games MAY 2022 – SEPT 2022
The Last Sky (Xbox) | Co-op Internship | Toronto, ON

- Spearheaded engine upgrades, migrating the project from depreciated tools/assets
- Rebuilt the game's internal C# architecture with updated Unity APIs
- Established the project's new streamlined in-engine development pipeline through new custom scripts and third-party tools
- Provided QA, bug reports and game design ideas focused on the overall project vision

Graphic Designer & Indie Developer – Freelance 2018 – 2023
Various Projects | Personal Business | Toronto, ON

- Solo-developed projects have garnered over 3 million views and over 3000 downloads
- Designed cover art, social media graphics and song visuals for local rap and R&B artists
- Worked with streetwear brands, eSports organizations and influencers worldwide to create branding, digital media and advertising visuals
- Over 5+ years of experience in programming, sound design, UI/UX, and 3D artist roles

HIGHLIGHTED PROJECTS

Desktop Capybara Farm Virtual Pet – Personal Project NOV 2021

Solo Developer (All Roles)

An interactive virtual pet capybara farm that reacts to your desktop and windows

- 2000+ Itch.io downloads, 3+ million views and 300k likes across TikTok and Instagram
- Solo-developed in 72 hours. Modelled, textured, rigged and animated in Blender
- Extensive understanding of latest social media marketing strategies and viral trends

Deadline Terminal – Sheridan College Capstone Project 2022 – 2023

5 Person Team | Solo Programmer, Artist, Sound Design, Generalist

A fast-paced, narrative-driven action game with a vibrant and unique Y2K visual style

- Curated and developed 2000's inspired character/fashion, focusing on era-specific street style and hip-hop culture in collaboration.
- Programmed custom systems for a dynamic subway, combat/movement, level design and playtesting tools, as well as narrative integration.

Untitled Yeat Fan Game – Personal Project (WIP) 2023 – Present

Solo Developer (All Roles)

3D roguelike horde shooter, developed for rap artist, Yeat (22mil+ monthly listeners)

- Project is tailored to Yeat's community, in line with the culture/demographic of fans
- Built from the ground up with custom-programmed gameplay systems
- Designed custom characters, weapons, props, UI, and assets in Blender, Photoshop, and Illustrator, implemented in Unity
- Self-produced an original soundtrack in FL Studio, inspired by artist's unique sound