



# Qingyun (Quinn) Liu

University of Southern California, Interactive Media and Game Design MFA

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Position: Game Designer, Program Manager

## Education

<b>University of Southern California</b>	Interactive Media and Game Design M.F.A.	GPA 3.9/4.0	2022 - 2025
<b>Mount Holyoke College</b>	Film Studies	B.A. GPA 3.8/4.0	2016 - 2020

## Projects

**Abort** **Game Design Lead | Unity** 2023 - now  
[Dual-X Studio](#)

- First-person 3D Chinese horror game with gameplay similar to *Devotion* and *Alien: Isolation*, emphasizing exploration, puzzle-solving, and light survival. Currently has 4k followers on Xiaohongshu and 300+ wishlists on Steam.
- Lead Team of 6, oversaw game mechanics, narrative, and level design, ensuring cohesive vision and execution.
- Developed and regularly updated the Game Design Document (GDD), feedback, and testing documentation.

**Dot** **Game Designer | Unity** 2023  
[Itch.io](#)

- A 3D narrative adventure game about a small ball gradually understanding its identity. Inspired by *What Remains of Edith Finch*.
- Developed as part of a graduate-level production course, completed within a 15-week timeframe by two-person.
- Designed the narrative, created prototypes, broke down level tasks into modular components, built levels, and implemented content.

**Samsara** **Game Developer | Unity** 2023  
[USC Games](#) ✖ [Tokyo Geidai](#)

- [《Samsara》](#) is a 2D side-scrolling game developed in Unity, taking inspiration from *The Legend of Zelda* temples, including state transitions (solid, liquid, gas), and box-pushing mechanics.
- Designed all of the game's mechanics, narrative, CG, levels, and implemented 3C logic.
- Maintained close communication with the art team at Tokyo University of the Arts through online meetings, ensuring design requirements were met, and honed remote collaboration skills.

**Cervus Blade** **Level Designer | Unreal** 2022  
USC Games Thesis

- [《Cervus Blade》](#) A third-person 3D soul-like game developed in Unreal Engine 5, with gameplay similar to the *Dark Souls* series.
- Co-designed and completed the white-boxing and level layout iterations for the village area, focusing on player movement flow and integrating *Souls*-like gameplay experiences.
- Utilized Perforce for source code and version control, ensuring effective collaboration and project

- A third-person 3D casual simulation game developed in Unity, similar to *Untitled Goose Game*.
- Led a team of 21 members across 6 groups, overseeing the entire development process from alpha to beta testing, ensuring successful milestone completion and game release.
- Assigned and monitored tasks for design, art, and programming teams, ensuring timely completion and clarity.
- Implemented agile development, iterating on prototype versions every two weeks.
- Used Notion to create and execute a project management framework, efficiently managing timelines and resources.

## Work Experience

### USC IML LAB

#### Spatial AI Research Assistant

2023 - 2024.4

- Used Colmap and Instant-NGP technologies to generate NeRF (Neural Radiance Fields) for 3D spatial reconstruction.
- Created keyword-based logic for spatial descriptions to enhance AI model understanding and analysis of spatial data.
- Co-developed and maintained a spatial vocabulary database to improve the accuracy and efficiency of AI algorithms.

### Idreamsky Technology

#### Overseas Business Development Intern

2018.7 - 2018.9

Shenzhen

- Evaluated newly released games on overseas platforms, using App Annie to assess market data and submitting localization feasibility analysis reports.
- Monitored the progress of ongoing projects, compiled client information, and managed commercial contracts.
- Drafted and submitted monthly reports for the Overseas Business Development Department.

## Skills

### Game Production

Unity, Unreal, Houdini, C#, Perforce, Github, Motion Capture, MotionBuilder, Midjourney, OpenAI, Touch Designer, Blender

### Design

Prototyping, Level Whitebox, Write GDD, testing plan, QA

### Video Production

Premiere, DaVinci Resolve, Final Draft, Photoshop, Runway Ai

## Games Played

<b>PC</b>	<b>Avg Time &gt;100h</b>	Cyberpunk 2077, The Witcher 3, Overwatch, DeadbyDaylight, Final Fantasy 14, Metro 2033, Life is Strange Series, PUBG...
<b>Console</b>	<b>Avg Time &gt; 80h</b>	Zelda Breath of the Wild, The Last of Us Series, God of War 4, Untitled Goose Game, Stray...
<b>Mobile</b>	<b>In-Game Purchase &gt; 6k</b>	Identity V (Ranked Top 10), Arknights, PUBG Mobile, Deemo...
<b>Indie</b>		What Remains of Edith Finch, The Cosmic Wheel Sisterhood, Rainworld, Sanfu, Yanhuo, Stanley's Parable, Devotion, SCHiM, Rusty Lake Series...