Liam Wright

Game Developer

CONTACT

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- United States, Boston, MA

EDUCATION

2020 - 2024

Bachelor of Fine Arts in Game Design

Massachusetts College of Art and Design, Boston, MA

- **GPA**: 3.7/4.0
- Relevant Coursework: Game Mechanics, 3D Modeling, Gameplay Programming, Game Development Methodologies, Interactive Design

Certifications

- **Unity Certified Developer** – Unity Technologies, October 2024
- **Game Programming Specialization** – Coursera, January 2023
- **Introduction to Unreal Engine** – Udemy, March 2022
- **AI for Games** – edX, August 2021

PROFESSIONAL SUMMARY

Creative and results-oriented game developer transitioning from a background in project management and digital design to specialize in interactive 2D and 3D game development. Experienced in Unity and Unreal Engine, with a strong focus on performance optimization, AI scripting, and procedural content generation.

EXPERIENCE

Game Developer Intern   2024 - 2024

PixelForge Studios, United States, Boston, MA

- Collaborated with a multidisciplinary team to design and develop immersive 2D and 3D environments.
- Created efficient and optimized scripts in C# and C++, improving game performance by reducing load times by 30%.
- Worked closely with artists and designers to ensure cohesive game world designs.
- Played a key role in optimizing asset usage, memory management, and rendering techniques.

Project Manager   2018 - 2024

Creative Digital Solutions, United States, Boston, MA

- Managed a cross-functional team of designers, developers, and marketers to deliver digital design projects for clients in various industries, including healthcare and education.
- Coordinated and led agile sprint meetings, ensuring project timelines were met and client expectations were exceeded.
- Developed and maintained project schedules, budgets, and risk assessments, providing detailed status updates to stakeholders.

SKILLS

C#, C++, Python	★★★★★
Unity, Unreal Engine, Blender	★★★★★
AI Scripting, Procedural Generation, Multiplayer Networking (Photon Engine), Performance Optimization, Level Design	★★★★★
Agile Methodology, Scrum, Version Control (Git, GitHub), Jira	★★★★★
iOS, Android, PC, Console	★★★★★
3D Modeling, Game UI Design, Playtesting & Debugging, Asset Management, User Experience Design	★★★★★