

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

