Samuel Liu

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WORK EXPERIENCE

Digital Extremes

Software Engineer   **Mar 2025 - Present**
- Built the full stack implementation of a timestamp storing system for upcoming title 'Soulframe', including backend support and gameplay integration to flexibly manage timing data across 5 different use cases
- Rapidly iterated on new gameplay mechanics in a fast-paced, self-directed environment, building features for a wide range of systems including player combat, quests, and interactable minigames

Software Engineer (Co-op)   **Sep 2023 - Dec 2023**
- Owned and shipped new gameplay events and enemy AI behaviours using C++ as part of 'Whispers in the Walls' major content update for 'Warframe', driving the average player count to 65,000, the highest in 6 years
- Improved and fixed existing systems of a Live Service video game in response to post-release community feedback, enhancing player experience and contributing to the game achieving an 88% positive review rate

Behaviour Interactive   **Jan 2023 - Apr 2023**

Software Engineer
- Built interactive UI elements and visuals for 'Silent Hill' project within Unreal Engine 4
- Designed a tool within Unreal Engine using Slate UI to efficiently parse and compare over 20,000 assets, improving productivity of artist team by 28%

Eden Industries   **Jan 2022 - Apr 2022**

Software Engineer
- Spearheaded development of four unique boss fights within internal game engine using C++ and Tiled
- Enhanced in-house game engine for performance and runtime optimization using C++, resulting in more efficient pathfinding for overworld map navigation and improved AI logic during combat encounters

Alcumus   **May 2021 - Aug 2021**

Software Engineer
- Implemented REST APIs using Spring Boot for the Field-ID application

OpenText   **Sep 2020 - Dec 2020**

QA Specialist
- Ran statistical analyses to find performance bottlenecks within Jenkins testing suite, increasing efficiency by 25%

Geotab   **Jan 2020 - Apr 2020**

Software Engineer
- Led a 5 member team in the full-stack development of web page, acting as main point of knowledge on React

EDUCATION

University of Waterloo   **Apr 2024**

Bachelor of Applied Science, Computer Engineering, Honours

PROJECTS

Unity 2D Game   **Dec 2020 - Present**

Fallen Templar | notsamyul.itch.io/fallen-templar
- Single-handedly ideated and developed a video game using C# and Unity, implementing game mechanics, algorithms for procedurally generated dungeons, and systems for audio, graphics, and gameplay

SKILLS & INTERESTS

- **Languages:** C++, C#, Java, Python, Lua, Kotlin, Rust, Assembly (RISC-V), Javascript, HTML, CSS
- **Technologies:** Unity, Unreal Engine, Android Studio, React, Git, Perforce, SQL, PHP, Node, Linux, Jira
- **Interests**: swimming, rock climbing, music, video games (Celeste, Bioshock Infinite, Teamfight Tactics)