

RESHU CATHERINE LIANG

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Portfolio

reliang.github.io/cg/

Skills

Game Development

C++,
Unity,
Unity C#

3D Modeling

Maya,
Blender

Art and Design

Adobe Photoshop,
Illustrator,
InDesign,
Premiere Pro

Hobbies

Digital Illustration,
Creative Writing,
Web Design

Education

University of Pennsylvania

Candidate, Bachelor of Science in Engineering, May 2021

Major: Computer Graphics; Minor: Fine Arts

Relevant Coursework

3D Modeling (Maya, Unreal); Interactive CG (C++); Computer Animation (MotionBuilder, Houdini); Advanced Rendering (C++); 2D Hand-drawn Animation; Video I (Premiere Pro); Software Design/Engineer; Data Structures & Algorithms (Java)

Experience

Web Developer, CG@Penn

— May 2019 - Present

- Revamped website for the UPenn Computer Graphics Department
- 6 CG professors and students reached out with positive feedback
- Interviewed professors to understand department needs
- Sketched wireframes and created mockups in Adobe XD
- Developed website using HTML, CSS, Javascript, and Github
- Built scalable solutions for both mobile and desktop display

Unity UI Designer, Penn & Slavery Project — May 2019-Jan 2020

- Designed and implemented UI for a Unity AR app
- Led a team of 6 in starting product design discussions
- Catalyst in the organization of a focus group to discuss product design usability
- Created low-fidelity and high-fidelity UI mockups in Sketch
- Built interactive app pages for multiple resolutions using Unity UI and C#

Projects

My Weird Neighbor

— June 2020 - July 2020

Built a 2D apartment-building puzzle game in Unity with a partner. Created game assets. Designed and developed UI, puzzle logic, and level select functionality.

Monster Express

— May 2020 - June 2020

Built a 2D train-themed pixel game in Unity with a partner. Designed game characters and background. Created character animation. Designed and developed UI and game functionality.

Mini Minecraft

— Nov 2019 - Dec 2019

Created a spin-off of Minecraft with a team of 3 using C++ and Qt, in which I implemented the game physics, collision, texturing, biome division, and asset generation.