

FU TIANQI

Games Design

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EDUCATION:

TEESSIDE UNIVERSITY
BA COMPUTER GAMES DESIGN
2020.9 - 2023.9

Most Relevant University Modules and what I learned:

Game Design and Mechanics:A (71%)

Through the combination of film and game, a complete game system is designed which includes the gameplay and game UI.

Game Production and Project Management:A (74%)

Understanding all stages of production and production pipelines and methods.

Assembling clear and concise documentation for many different types of projects.

Game Interface Design:A (72%)

Making the UI and the game connect.

Produce a user interface that enables a good user experience.

Journeyman (Ongoing)

Working in a team of up to 15 people and communicating. Running and participating in GitHub.

PROFILE:

I am a hard working individual who is constantly learning a wide range of knowledge and skills in the field of game design. In the course of my studies, I have found that I love user interface design more than any other game design module, so I am looking for a UI designer role that will help me move forward and hone my UI design skills.

SKILLS AND ABILITIES:

- Game Engine Development: Unreal Engine 4 and Unity.
- 3D Modeling Software: 3DS MAX and Maya.
- User Interface Icon Design: Photoshop and Illustrator.
- Microsoft Office Experience: Making coherent and understandable presentations.
Making Pre-Production and Production documents.
Planning and Production work using Microsoft Project (Schedules, Asset Lists).
- Communication skills both in-person and over virtual media.
- Compliance with project specifications and restrictions.
- A passion and hunger for improvement.
- Problem solving skills.

Looking forward to you contacting me