



# RON LIEW

INDIE DEVELOPER, CONTENT CREATOR

## PORTFOLIO / CONTACT

- [RONL13.GITHUB.IO](https://github.com/RONL13)
- RONLIEW13@GMAIL.COM
- /IN/RONLIEW

## SKILLS / TOOLS

- Unity & Unreal Engine
- Photoshop & Illustrator
- Adobe Creative Suite
- Maya 3D
- Substance Painter
- Blender
- Roblox Studio
- Microsoft Office

## PROGRAMMING LANGUAGES

- C#
- C++
- HTML & CSS
- LUA

## ACCOMPLISHMENTS

- Inaugural RBC Gaming Grant Winner (2023)
- Level Up Showcase Finalist (2023)
- Sheridan College Tutor of The Month (April 2023)

## INTERESTS

- Streetwear & Clothing Design
- Interactive Digital Art
- Social Media Content Creation
- Music Production
- Video Editing & VFX

## EDUCATION

**Sheridan College**  
Honours Bachelor of Game Design  
2019 - 2023

**Wilfrid Laurier University**  
Honours BSc of Computer Science  
2018 - Amended 2019

## WORK EXPERIENCE

### Indie Game Designer & Roblox Developer – Freelance

Various Projects | Personal Business | Toronto, ON

CURRENT

- Solo-developed projects have garnered over 3 million views and over 3000 downloads
- Developed Experiences on the Roblox Platform generating 1+ million unique user interactions, focusing on scripting, 3D/UI asset creation and game design
- Designed and implemented game systems geared towards audiences of all ages
- Over 5+ years of experience in game programming, UI/UX, and 3D artist roles

### Game Developer – Addicting Games

NOV 2022 – OCT 2023

Mope.io & Devast.io | Internship – Los Angeles, CA

- Programmed gameplay changes/features for updates and new game modes
- Collaborated on front-end development, revamping outdated pages and art assets
- Worked closely with QA to test, create tickets and provide qualitative feedback
- Ideated new gameplay design improvements and balance changes, focusing on addressing feedback from internal testing and the community
- Leveraged Jira and Git, aligned with the dev team's established Agile workflow

### Unity Game Programmer – Little Guy Games

MAY 2022 – SEPT 2022

The Last Sky (Xbox) | Co-op Internship | Toronto, ON

- Spearheaded engine upgrades, migrating the project from depreciated tools/assets
- Rebuilt the game's internal C# architecture with updated Unity APIs
- Established the project's new streamlined in-engine development pipeline through new custom scripts and third-party tools
- Provided QA, bug reports and game design ideas focused on the overall project vision

## HIGHLIGHTED PROJECTS

### Desktop Capybara Farm Virtual Pet – Personal Project

NOV 2021

Solo Developer (All Roles)

*An interactive virtual pet capybara farm that reacts to your desktop and windows*

- 2000+ Itch.io downloads, 3+ million views and 300k likes across TikTok and Instagram
- Solo-developed in 72 hours. Modelled, textured, rigged and animated in Blender
- Extensive understanding of latest social media marketing strategies and viral trends

### Deadline Terminal – Sheridan College Capstone Project

2022 – 2023

5 Person Team | Solo Programmer, Artist, Sound Design, Generalist

*A fast-paced, narrative-driven action game with a vibrant and unique Y2K visual style*

- Programmed custom systems for a dynamic subway, combat/movement, level design and playtesting tools, as well as narrative integration.

### Mope.io – Addicting Games

2022 – 2023

Game Developer (Generalist)

*Survive and climb the food chain, the hit browser game with millions of players!*

- Assisted with design ideation, implementing code changes and IOS/Android QA tests

### Fireflash Games (Roblox)

2024 - PRESENT

Co-owner / Co-developer

*Immersive Roleplay experiences and social sandbox games for all ages!*

- Designed and developed Roblox experiences with thousands of unique players