

Qingyun (Quinn) Liu

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EDUCATION

University of Southern California - School of Cinematic Arts 2022 - Current
Master of Fine Arts: Interactive Media and Games GPA: 4.0

Mount Holyoke College – South Hadley, MA 2016 - 2020
Bachelor of Arts: Cinema and Media Studies Cumulative GPA: 3.8

WORK EXPERIENCE

Hop Top Film - Boston, MA Late 2020

Grip & Electric Crew

- Worked on set as G&E on *Boiler Pot (2020)*, feature film *The Secret of Sinchancee (2021)*, and *Wuulvz Savini's* Official Music Video.

RE:VOIR DVD PARIS – Paris, France July 2019 - September 2019

Production Intern

- Edited and published promotional trailers for experimental films on social media platforms.
- Managed daily sales, inventory and shipping of online orders and helped walk-in customers.
- Organized events and promotions on social media platforms for gallery events and launches.

MARTIN EDEN, FEATURE FILM – Nantucket, MA January 2019 - May 2019

Camera, Grip, & Electric Crew

- Worked professionally on set as 2nd AC, Camera Operator, Electrician, and Grip.
- Enrolled in highly selective Cinema Sarah Lawrence program, associated with Kingdom County Productions.

iDreamsky Technology – Shenzhen, China July 2018 - September 2018

Overseas Business Development Intern

- Organized updates and new patches of games iDreamsky represents, including Subway Surfers, Temple Run, Monument Valley, Homescapes, and more.
- Assessed latest games from overseas on App Annie and TAPTAP for local platform releases.
- Filed Overseas BD Department Monthly Report.

Game Design Site: quinnliu.itch.io

All that Remains (GGJ 2023)

Narrative & Game Designer

Dulcelandia

Level Designer, Programmer

Another Way Out

Writer, Game Designer

The Path (w. Geidai University)

Narrative & Game Designer

Web Cleaner (Ludum Dare 51)

Narrative & Game Designer

ACTIVITIES & AWARDS

Magna Cum Laude May 2020

Latin honors graduate for distinguished academic achievements (top 7%)

NUEL UK University Esports Tournament

Top 10, Overwatch, LSESU Gaming Society

Fall 2019

SKILLS & LANGUAGES

Skills: C# in Unity, Rendering in Unreal Engine, Blender, Perforce, Adobe Premiere, DaVinci Resolve, Twine

Languages: Mandarin (Native), English (Professional), Japanese (Daily Conversation)