



Lin Mang Liu



Love using my broad interests and skillsets to support the team and navigate together along the road

Personal Information

Phone: +31 (0) 611793919
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 City: Den Haag

Date of birth: 13-05-1993
 Place of birth: Emmen
 Nationality: Dutch
 Languages: Dutch (Native)
 English (Fluent)
 Cantonese (Intermediate)

Hobbies & Interests

Art
 Games
 Animation
 Movies
 Music
 Cooking
 Bouldering

Family & Friends
 Plants
 Volunteering
 Personal Growth
 Philosophy
 Anthropology
 History



Work Experience

3D Generalist (AR)

GoSpooky / Amsterdam
Jul 2021 - Jan 2022

Being close partners with Snapchat, GoSpooky is able to work with innovative AR technologies, pushing the limits of its capabilities. My activities were: 3D asset creation pipeline, implementing new tools, estimating feasibility, giving workshops, advising and guiding.

Acquired Skills:

Programs such as Lens Studio, Spark AR and Reality Capture, working with short deadlines and creating smart approaches, goal-oriented communication, tutoring and leading a 'photogrammetry' research team.

Clients:

Dior, G-Star, MC Donalds, Complexcon and Macy's

Game Generalist

Gamebasics / Zoetemeer
Jun 2020 - Jul 2021

I worked on their mobile games OSM (Online Soccer Manager) and Mini Football (Mini Clip). My activities were: designing UX solutions, UI visualisation, 3D asset creation pipeline, researching, documenting and implementing new tools (Spine).

Acquired Skills:

Making design solutions for UX/UI heavy mobile games(OSM), Using Spine 2D for rigging and animating, creating effective workshops and presentations.

3D Intern

Media Monks / Hilversum
Aug 2019 - Jan 2020

Producing 3D assets for Augmented Reality, and WebGL. My activities were: estimating and analyzing the technical feasibility, researching and implementing a Digital Asset Management system prototype.

Acquired Skills:

Programs such as Substance Painter, Spark AR, Lens Studio and Maya., optimization, retopology and 3D modeling workflows, PBR texturing and working in a dynamic fast pace environment.

Clients:

Netflix, Facebook, HP and AT&T

Education and Certification

Creative Media & Game Technologies (BASc)

Saxion University / Enschede
September 2013 - February 2020

Skills

- Traditional Art
- Digital Art
- Character Design
- Environment Design
- 3D Modeling
- Texturing
- 3D Sculpting
- Animation
- Rigging
- UX/UI Design
- Game Design
- Conceptual Design
- Game Developing
- Augmented Reality
- Scrum
- Video Editing

Software Proficiency

