



ALISSA LIU

Narrative Designer for Microfun
Indie Game Development Lead & Designer
Community Manager

PROFILE

I've been organizing projects and managing communities since high school! My main career goals center around continuing to help teams flourish in and outside of the narrative-sphere.

Please feel free to send any questions my way!

CONTACT ME!

✉ alissaliuofficial@gmail.com

PORTFOLIO

alissaliu.com

FUN FACTS:

I was born in New York, but have lived in a multitude of other unique places throughout my life: Beijing, Tokyo, Hong Kong, New York, New Jersey, and Vermont!

I am a happy and proud cat owner of one silly shorthair boy.

Creative writing, editing, and reading are some of my hobbies!

➤ EXPERIENCE

CHAMPLAIN COLLEGE
[2020 - 2024]

Game Design Major

Interactive Narrative Minor

➤ LANGUAGES

Native English

Advanced Mandarin

➤ COMPUTER-RELATED SKILLS

Excel	Redmine	Coding (Java, C++)
Adobe	Git	Discord
Atlassian Jira	Unity	Maya
Unreal Engine	Mattermost	Google Products

➤ AWARDS/ACHIEVEMENTS

- Champlain College's Dean's List 2021 Fall
- Champlain College's Dean's List 2022 Fall
- Champlain College's Dean's List 2023 Spring
- Champlain College's Dean's List 2023 Fall
- Champlain College's Dean's List 2024 Spring
- Worked on 3 virtually published games
- Helped startups develop software & websites

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Portfolio: www.alissaliu.com
LinkedIn: linkedin.com/in/a-w-liu/

EXPERIENCE

Microfun, Hybrid - *Narrative Game Designer*

DECEMBER 2024 - ONGOING

- Responsible for developing narrative and outlining game's main story
- Writing engaging dialogue and character interactions
- Collaborated with art team for both events and standard game assets
- Creating and maintaining narrative documentation
- Updated and maintained design wiki for developers
- Facilitating meetings for future narrative and event updates
- Advanced company AI systems for future development
- QA testing game builds

Kafka Mains, Remote - *Partnership Manager, Event Staff, Community Moderator*

JUNE 2023 - ONGOING

- Moderating a community of 23,000+
- Creating and managing partnerships with brands and other organizations
- Planning, managing, and creating community or partnership events

StitchSpring, Remote - *Event Staff, Community Moderator, Staff Training*

APRIL 2024 - ONGOING

- Moderating a community of 6,000+
- Planning, managing, and creating events within the community to promote the brand
- Learning and managing new bot or AI systems to help the community

Venti's Vision, Remote - *Community Moderator*

APRIL 2024 - ONGOING

- Moderating a community of around 3,000
- Helping new members of staff adjust to the server and systems in place
- Working with others to upkeep a high quality of life within the community

Champlain Game Studio, Vermont - *Lead & Narrative Design*

JANUARY 2024 - MAY 2024

- Was on-boarded onto ongoing indie game project to be both Lead & Narrative Designer
- Handling interdisciplinary collaboration & communication within team
- Assisting with QA Test Planning and Testing
- Handled voice acting casting and direction

Champlain Game Studio, Vermont - *Lead & Narrative Design, Game Production*

AUGUST 2023 - DECEMBER 2023

- Worked on an indie game project in a team of 8
- Handled interdisciplinary collaboration & communication
- Led majority of meetings as a faux producer
- Oversaw QA Test Planning, Testing, and Result Analyzation
- Managed and scheduled team, individual, disciplinary, & interdisciplinary meetings
- Planned, recorded, and edited full game trailer

Champlain Game Studio, Vermont - *Lead & Narrative Design, Game Production*

JANUARY 2023 - MAY 2023

- Worked on 2 separate indie game projects as Narrative Designer
- Handled production work and team communication for one project
- Got experience as a faux producer in game development
- Handled interdisciplinary collaboration & communication as a designer
- Became proficient in Jira & Confluence
- Oversaw QA Test Planning, Testing, and Result Analyzation

Champlain Game Studio, Vermont - *Game Design*

JANUARY 2022 - MAY 2022

- Worked on 3 separate short indie game projects in groups of 4-6
- Was in charge of design documentation
- Learned QA Testing & Result Analyzation

Champlain Game Studio, Vermont - *Game Design, Sound Design, Game Art*

JANUARY 2021 - MAY 2021

- Worked on 3 separate short indie game projects in small groups
- Learned GameMaker Studio
- Became proficient in Redmine and version control
- Was in charge of creating soundtracks
- Contributed and created art assets

V For Valorant, Remote - *Server Manager, Social Media Manager, Event Coordinator*

NOVEMBER 2020 - APRIL 2021

- Helped the server grow from the ground up into a community of 15,000+
- Went through hundreds of staff applications and organized training
- Coordinated multiple events
- Helped manage social media and promote the community

One Zo Boba, California - *Barista*

MAY 2022 - AUGUST 2022

- Handled in-person orders through Cash Register
- Prepared online orders through delivery applications
- Interacted with customers for multiple hours a day
- Learned & memorized multiple drink recipes
- Responsible for both opening and closing shifts

Drift, California - *Marketing Intern*

JUNE 2021 - JULY 2021

- Earned approximately \$2,400 for the company during brief internship program
- Studied marketing tactics
- Interacted with others for multiple hours a day

Yearbook Editor, New York - *Volunteer*

AUGUST 2016 - APRIL 2020

- Edited yearbook with a team of photographers
- Planned a theme and aesthetic for each year

Fair Trade, New York - *Volunteer*

AUGUST 2016 - JANUARY 2020

- Helped organize, plan, and participate in charity events for the organization
- Volunteered to lead and assist in educational events