

ANGELA LIU

Game Producer | Project Manager

San Francisco, CA • Angelaliu0112@gmail.com • [LinkedIn](#) • [Portfolio](#)

Game producer with a strong understanding of the game development pipeline and background in design and management. Passionate about collaboration and team building to bring concepts to life through creative vision and production efficiency.

PROFESSIONAL EXPERIENCE

Guest Experience Guide - Sandbox VR

Nov 2024 - Current

- Lead and motivate team members to deliver exceptional customer experiences in a fast-paced, unpredictable VR entertainment environment, providing immediate support for seamless guest experiences.
- Facilitate large group sessions by providing clear instructions and safety protocols to optimize player engagement and drive improvement in the customer review KPI.
- Coordinate and troubleshoot immersive VR equipment to ensure high technical standards and smooth operations.

Operations Manager - Buffet Restaurant

May 2022 - Jan 2024

- Managed daily budgets, tracked expenses, and ensured profitability while maintaining high customer satisfaction.
- Collaborated with clients to understand event requirements, created tailored event plans, and managed all logistical aspects, including scheduling, guest coordination, and catering services.
- Trained and supervised employees to promote a positive and high-performing work environment, providing ongoing support to guests and staff.

EDUCATION

Bachelor of Fine Arts in Game Development | Academy of Art University

PRODUCED PROJECTS

Academy of Art University Game Studio Class

Game Producer and Designer - [Kaiju VR Project](#)

Sep 2023 - Current

- Oversee development, plan key milestones (GDC, Spring Show, Code Lock, etc.), and delegate tasks strategically, ensuring every team member contributed their strength towards the shared vision. I reinforced a culture of accountability and alignment, keeping the team focused on the project goals.
- Schedule and supervise regular testing and QA processes, including stand-ups, to keep all departments aligned in a technically complex VR project with multiple external dependencies. Frequent testing cycles ensure that updates from all teams are integrated efficiently keeping development on track.
- Identify, communicate, and resolve roadblocks in the development pipeline by tracking bugs, assessing solutions, and optimizing workflow to minimize delays. I work with leads to ensure issues are addressed effectively while balancing time constraints and project priorities.
- Manage Perforce version control for a VR survival game to ensure all project files remain up to date and properly versioned for a realistic VR survival game.

Level Designer - [Holiday Hustle](#)

Sep 2024 - Dec 2024

- Integrated environmental storytelling by weaving narrative details into level design, creating a more immersive and engaging player experience.
- Developed a scripted task list and economy system to guide players through objectives while tracking in-game currency for a structured gameplay experience.
- Designed interactive NPCs that provide dialogue, assign missions, and enhance player engagement.

KEY SKILLS

Production

- Agile, Scrum & Kanban
- Game Development Pipeline
- Scheduling & Roadmapping
- Risk Identification
- QA Processes & Bug Tracking
- Adaptive Communication Style

Software

- Jira | Confluence | Trello
- Perforce | Github
- Unreal Engine | FMOD
- Google Workspace Tools
- Microsoft Office Tools
- Autodesk Maya

Design

- VR & AR Development
- Level Design & Blockout
- Unreal Blueprint
- Quest & Missions
- Story and Narrative Design
- Cinematics & Sequences