

Zixin Liang

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EDUCATION

RMIT University <i>Master of Animation, Games, and Interactivity</i>	Melbourne, VIC <i>July 2024 - Present</i>
Guangdong University of Technology <i>Bachelor of Architecture</i>	Guangzhou, China <i>September 2018 - June 2023</i>

WORK & EXTRACURRICULAR ACTIVITIES

Prima PMI <i>Production Assistant (Casual)</i>	Melbourne, VIC <i>Summer 2024 & 2025</i>
<ul style="list-style-type: none">● Supported the production team in manufacturing a range of print products including calendars, notebooks, and greeting cards across two seasonal contracts● Liaised with cross-departmental teams to gather and relay product quality feedback, ensuring production standards were met● Demonstrated strong adaptability by quickly learning new workflows, software, and tools within a fast-paced production environment	

Guangzhou Jiefeng Constructional Engineering Company <i>Internship</i>	Guangzhou, China <i>Set.2022 - Dec.2022</i>
<ul style="list-style-type: none">● Proficient in specialized software, including CAD, to create precise and detailed architectural design drawings.● Skilled in office tools such as Excel for data and table management, and PowerPoint for professional presentations.● Strong communication and teamwork skills, demonstrated by effective collaboration with team members to complete high workloads ahead of schedule during Due Week.	

SIGGRAPH Asia 2025 <i>Volunteer</i>	Hong Kong, China <i>Dec.2025</i>
<ul style="list-style-type: none">● Assisted in demonstrating technical projects to international conference attendees, communicating complex concepts clearly to diverse audiences	

CiGA Game Jam 2025 (48-Hour Game Development Challenge) <i>Game Developer</i>	<i>Jul.2025</i>
<ul style="list-style-type: none">● Collaborated in a team to design and develop a complete game within 48 hours, contributing to gameplay mechanics design and programming under tight time constraints	

SKILLS

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- Teamwork | Communication | Attention to Detail | Problem-Solving Ability
 - Languages: Fluent in Mandarin and Cantonese; Conversational Proficiency in English

Game Development

Unity (C#), Unreal Engine 5, AI supported coding, Git

Design Tools

Photoshop, Procreate, InDesign, Illustrator, CapCut

Animation

Maya, Zbrush, Substance Painter

Analytical & Productivity

Microsoft Excel, Figma