

KEVIN LUK

CONTACT INFORMATION

Email kevin@liquidheart.studio

Web kevin.liquidheart.studio

EDUCATION

Game Production Guild Mentorship

Betsy Aoki (Probably Monsters)

United States

International Game Developers

Association Mentorship

Michael Long (Foolish Mortals)

Canada

Interactive Games &

Entertainment Association

Mentorship

Dylan Bennett (Larrikin Interactive)

Australia

Agile Games Producer Course

Organa & Interactive Games &

Entertainment Association

Australia

Bachelor Degree,

BSocSc (Hon) in Communication

Cinema & Television

Hong Kong Baptist University

Dean's List, President's Honour Roll

HKSAR

SOFTWARE

Ink	Javascript
Unity	Premiere Pro
Unreal Engine	Final Cut Pro
Assana	After Effects
Trello	Photoshop
Monday Dev	Illustrator
Jira	Microsoft Office
HTML5	(Word / Excel)
CSS3	Mac / Windows

LANGUAGE

English (fluent)

Cantonese (native)

Indonesian (elementary)

Liquid Heart - Indie Game Producer

Aug 2023 - Present

I led a self-funded team of four, handling contract preparation, budgeting, scheduling, forecasting, Kanban board management, and Agile reporting. I also established codes of conduct and a feedback system to promote an inclusive and safe work environment.

We developed an endless runner mobile game, localized in two languages and released on both Google Play and the App Store.

We have also submitted proposals for four grants for our original IPs, three of which are currently under review. Our genres include single-player puzzle, adventure, simulation, and a multiplayer cooperative card game, made using Unity, Unreal Engine, and physical card formats. These projects are either at the ideation stage or the prototyping stage with early animation tests.

Freelance - Film Editor

Dec 2012 - Present

Received Best Editing awards at Academy Awards® qualifying short film festivals and national guild awards. Additionally, my work was nominated for The Australian Academy of Cinema and Television Arts awards and garnering over 100k views online.

Minidragon - Indie Game Intern

Sep 2020 - Oct 2020

Assisted with playtesting and localisation of "Tiny Fantasy". I have also researched, wrote, and directed their video ads. The game received 4.5 stars from 23.3K reviews and 500K+ download from Google alone. It also received Editor's Choice on Google Play.

B&L Studio - Indie Game Producer

June 2019 - Jan 2020

Prepared funding pitches for their debut title "WORDER", a finalist in Taipei Game Show 2019 Indie Game Award for best innovation.

Freelance - Web Designer & Developer

Dec 2012 - Mar 2021:

Developing and designing websites for clients including:

- <https://origin-nations.com/>

- <http://bretterengineering.com/>

Freelance - Mobile App Developer

Dec 2016 - Jun 2018

Apps including BreakSync: A Synchronised break reminder

Go Fun Development Limited - Graphic Designer

October 2014 - March 2016

Created posters and web banners for an e-commerce site.