



Summon The Cat

Julien Liakos

see my work at: summonthecat.com

About Me

My name is **Julien Liakos**, an Audio-Visual Designer from South Africa.

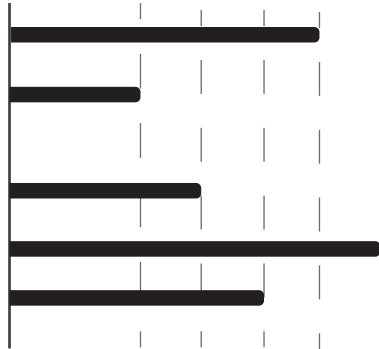
I focus on the creation of content that **immerses** the viewer, using my training in design principles to capture viewers and players.

Tool Knowledge:

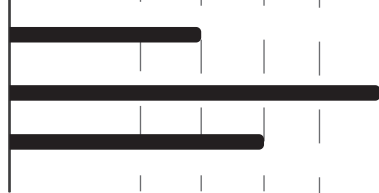
Audio-Visual Design:



Adobe
Photoshop
Adobe
Illustrator



Adobe
Premiere
Adobe
After Effects
Adobe
Animate



Education:

Inscape Education

**B.Design in:
Audio-Visual Design**

Experience:

2019 Game Jam: 48-Hour Game Development challenge with skills focused on the Unity3D Game Engine.

2020 HL:Alyx: Virtual Reality environment design competition. Hosted by HL:Alyx development community.
Community Mapping Competition

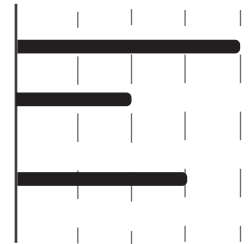
2021 BS: Roscrea: Joined the Beyond Skyrim: Roscrea team, designing props and a weapon set.
3D Asset Creation

Tool Knowledge:

Video Game Development



Unity3D
Engine
Unreal
Engine



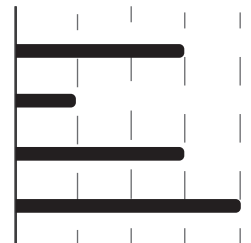
Blender 3D
Modeling



Programming Languages:



JavaScript
Python
HTML
& CSS
C#



Skills:

> Basic Education;
Programming

High School level formal training:
Information Technology

Informal Further Knowledge:
- C# Game and App programming
- HTML, CSS and Javascript
- Python General Use

> 3 Years Experience;
Unity3D Game Engine.

With skills focused on:

- Art Design
- Shadergraph
- Environment Building
- C# Programming

> 2 Years Formal Training;
Adobe Creative Suite

(Studying at Inscape)

Adobe Products trained in:

- Adobe Photoshop
- Adobe Illustrator
- Adobe After Effects
- Adobe Animate
- Adobe Premiere Pro