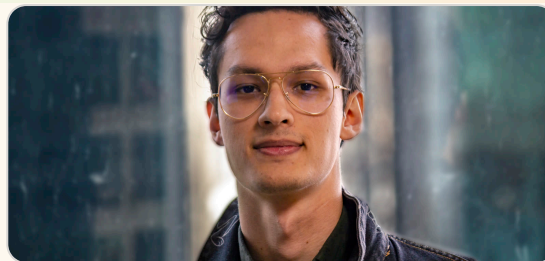


# Sean-Li Murmans

## Director of Game Technology

I build game technology, production pipelines, AI-assisted development workflows, and studio infrastructure. My work spans hands-on engineering, technical leadership, local LLM systems, and the operational backbone that keeps hybrid teams moving.



LOCATION

Kuala Lumpur

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LINKEDIN

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9+

years across game programming, core technology, AI tooling, pipelines, infrastructure, and technical leadership.

## Experience

Game development leadership with an emphasis on core technology, multi-platform pipelines, automation, profiling, deployment, and team growth.

**OCT 2022** **Director of Game Technology**  
LiquidX Studio / Mon.Co · Malaysia

**PRESENT** Leading game technology, AI-assisted development, and studio infrastructure across Kuala Lumpur, Singapore, and hybrid remote teams.

### Warden's Ascent

- Building games from the ground up while setting technical direction for engines, tools, pipelines, and production systems.
- Expanded the studio tool belt with Godot Engine, AWS, local LLM workflows, and AI-assisted development practices.
- Run office and hybrid IT infrastructure including Proxmox servers, VPN setup, Google Workspace, and multi-site team support.
- Set up and managed Jira, Slack, and TeamCity for production coordination, team communication, and build automation.
- Set up and evaluated local AI/LLM tooling including OpenClaw, Hermes by Nous Research, Claude, Codex, Zen, OpenCode, LM Studio, LLM Router, and ComfyUI.
- Participated in hiring and mentoring processes for engineering and technical team growth.
- Built and operated agents that work alongside the team to provide updates, QA support, review support, and development assistance.

**NOV 2021**  
**- OCT**  
**2022**

**Technical Lead, Core Tech**  
**Streamline Games · Malaysia**

Led multi-platform development pipelines and automation tools for Streamline Games and client projects, with ownership across workflow integrations, profiling, deployment, and technical systems design.

**Phantom Brigade** **Industries of Titan** **Afterworld: The Age of Tomorrow** **Bake 'n Switch**  
**Sniper Ghost Warrior Contracts**

- Responsible for hiring, managing, growing, and guiding technical team members.
- Performed technical evaluations for potential client projects.
- Built profiling and deployment pipelines for Bake 'n Switch and Balenciaga's Afterworld.
- Supported co-development with CI Games and optimization/pipeline work for Brace Yourself Games.
- Pushed internal initiatives including weekly Social-Bar and Streamliner knowledge sharing.
- Certified fire marshal.

**AUG 2018**  
**- OCT**  
**2021**

**Lead Game Programmer**  
**Streamline Games · Malaysia**

Held a lead programming role at Streamline Games before moving into core technology leadership.

**JAN 2018 -**  
**JUL 2018**

**Game Programmer**  
**Streamline Studios · Malaysia**

Worked on an internal online FPS shooter and contributed to production workflows for internal IP.

- Pioneered agile build systems using Jenkins and SVN.
- Supported Scrum and agile development practices.
- Built toward a leadership position through tooling and production ownership.

**DEC 2016**  
**- DEC**  
**2017**

**Junior Game Programmer**  
**Streamline Studios · Malaysia**

Worked on an internal online FPS shooter and contributed to external production work including FINAL FANTASY XV for Square Enix.

**AUG 2016**  
**- OCT**  
**2016**

**Game Programmer Intern**  
**Streamline Studios · Malaysia**

Supported production work on FINAL FANTASY XV for Square Enix.

**2013 -**  
**2015**

**Shout Caster / Analyst**  
**Garena · Malaysia**

Commentated professional League of Legends matches under the show name Lii.

- Lead shout caster for The Legend Circuit 2013 Finals at Comic Fiesta 2013.
- Analyst caster for The Legends Circuit 2014 Winter Finals at Comic Fiesta 2014.

**Shoutcasting 101** **Something to Shout About**

**Skills**

Programming, engines, production tooling, and communication coverage from hands-on implementation through technical leadership.

## Languages

C++, C#, Go, Batch, PowerShell

## Game Tech & Engines

Unreal Engine, Unity3D, Godot Engine, CryEngine, Luminous Engine, profiling, deployment, multi-platform pipelines

## AI Tooling

Local LLMs, Claude, Codex, OpenCode, Zen, LM Studio, LLM Router, ComfyUI, OpenClaw, Hermes by Nous Research, team-assisting agents

## Infrastructure

AWS, Wasabi, Vultr, Proxmox, Docker, VPN, Google Workspace, Jira, Slack, TeamCity, storage solutions, KL/Singapore/hybrid office operations

## Production & Leadership

Scrum, agile development, pipeline engineering, workflow automation, technical evaluations, hiring, mentoring, review, QA support

## Languages Spoken

German, English, Cantonese

# Smart Home

Home automation and infrastructure work that extends beyond the studio.

## Tatler Asia Feature

Tatler Asia covered how I redefined the rules of smart living through a deeply integrated smart-home setup.

[Read the Tatler feature](#)

# Education

Formal game-development training with repeated project leadership responsibilities.

## Bachelors of Game Development (Hons)

UOW Malaysia KDU · 2014 - 2017

- Graduated with First Honors.
- Assigned as project lead 3 out of 3 times.
- Chosen as semester representative twice.

## Volunteer Experience

Casual Connect Asia, Setup Volunteer · 2015

Helped prepare the event and used the following days to network with the game industry.

Casual Connect Asia, Registration Volunteer · 2014

Supported guest registration and industry networking during the event week.

# Game Jams

Fast-build projects focused on gameplay constraints, rapid prototyping, and team delivery.

## Wooden Mummy In Crazyland

[Global Game Jam 2018](#)

A three-day jam with a team of six, built around transmitting an infectious disease to the residents of Crazy Town. The team used paper models for UVs and texture capture.

## The Wind

[Streamline Studios · 2016](#)

A VR game about blowing attackers away from a magical castle, created at the first game jam held inside Streamline Studios.

## Blob Shaped Bob

[Ludum Dare 35 · 2016](#)

A casual arcade game about climbing as high as possible by matching enemy colour and shape.

## Flame Wars

[Ludum Dare 32 · 2015](#)

Built in 72 hours, including a spell checker and swear-word tracker.

## The Mad Mad Hovercraft Dance Party

[Global Game Jam 2015](#)

First Unity 3D project experience, built as a simple rhythm-based game.

[Global Game Jam entry](#)