Alec Li
Game Programmer

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alecli1985.github.io

SKILLS

Languages	Game Engines	Software	Other
C#	Unity 2019	Visual Studio	Git
C++		Maya	Subversion
		Blender	3D Character Animation

EXPERIENCE

Joy Sprouts Ltd　　　　　　　　　　　　　　　　FEBRUARY 2014 – OCTOBER 2015

Junior Game Programmer

- Developed educational games modelled on the 'Total Development' approach to teaching based on the U.S Department of Health and Human Services' Head Start Framework.
- Games developed for an IOS app using an in-house game engine built around Cocos2D. The majority of game programming was in Lua.

Phonics Hero – http://www.phonicshero.com　　　MAY 2012 – FEBRUARY 2014

Junior Programmer

- Developed teaching games based on the synthetic phonics approach to learning to read and spell.
- Ported existing Flash games to Javascript for use in a browser-based app for iOS devices via PhoneGap.
- Used the EaselJS library for drawing and animating graphics in the HTML5 canvas element.

PROJECTS

Simple Space Shooter　　　　　　　　　　　　　Personal - JANUARY 2020

- Developed in Unity.
- A 3D spaceship shooter game with a simple physics-based flight model.

Top Down Shooter　　　　　　　　　　　　　　Personal - FEBRUARY 2020

- Developed in Unity.
- A sci-fi themed action shooter in the style of games like Teleglitch, Hotline Miami and Heat Signature.
- Simple modular weapon and projectiles system using Scriptable Objects.
- Basic modular level geometry modeled using Maya.

Fantasy Deck Builder　　　　　　　　　　　　Personal - FEBRUARY/MARCH 2020

- Developed in Unity.
- A fantasy-themed, deck building card game directly inspired by Slay the Spire.
- Features randomly generated maps and enemy encounters for high replayability.
- Also developed a map generation system using randomly generated points using Poisson Disc Sampling that was ultimately not used.

Other

- Used the Oculus Rift and the Oculus Utilities and SteamVR Plugin for Unity to create a basic VR shooter prototype.
- 3D Character Animation Demo Reel - https://vimeo.com/user100977540

EDUCATION

Staffordshire University　　　　　　　　　　　SEPTEMBER 2006 – MAY 2010

BEng (Hons) Computing Science 2.2

REFERENCES

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Phonics Hero, Hong Kong
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