# Alec Li

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## Skills

### Programming

- Knowledge in languages including C++ and C#.
- Knowledge and experience using Unity and Unreal Engine, including animation workflow and pipelines.
- Prototypes in Unity including an FPS typing game and an arcade-style 3D space shooter game.
- Prototyping using the Oculus Rift and the Oculus Utilities for Unity and SteamVR Plugin for Unity to create a basic shooter game.

### Animation

- Experience in key frame animation of 3D characters.
- Knowledge of the animation tools in Maya and Maya LT.

## Work Experience

FEBRUARY 2014 – OCTOBER 2015

**Joy Sprouts Ltd, Hong Kong –** www.joysprouts.com

- 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 done using Lua scripting.

MAY 2012 – FEBRUARY 2014

**Phonics Hero, Hong Kong –** www.phonicshero.com

- 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.

## Education

SEPTEMBER 2006 – MAY 2010

**Staffordshire University, UK –** BEng (Hons) Computing Science 2.2

## References

**Joy Sprouts, Hong Kong**
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