

Alec Li

Game Programmer

[alecli1985.github.io](https://github.com/alecli1985)

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SKILLS

Languages

C#
C++

Game Engines

Unity 2019

Software

Visual Studio
Maya
Blender

Other

Git
Subversion
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

Zombies Dead Ahead – Personal Project

MARCH/APRIL 2020

- Developed in Unity.
- A fast paced action game for Android devices and released for free on the Google Play Store.
- Implemented all gameplay code and responsible for level design, 3D modeling and texturing level geometry.

Fantasy Deck Builder – Personal Project

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.

Top Down Shooter – Personal Project

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.

Simple Space Shooter – Personal Project

JANUARY 2020

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

Other

- Small game prototypes/experiments written in C++ including a basic game framework which was used to produce a clone of Super Hexagon developed by Terry Cavanagh and a rudimentary clone of Imbroglio developed by Michael Brough.
- 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

- Katherine Wood
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