Alec Li
Game Programmer

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SKILLS

Languages	Game Engines	Software	Other
C#	Unity 2019	Visual Studio	Git
C++	Unreal Engine	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 - https://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
MARCH/ APRIL 2020

Developer

- Developed in the Unity Engine.
- 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.
- Download at https://play.google.com/store/apps/details?id=com.AlecLi.ZombiesDeadAhead

Other

- Several game prototypes made in Unity including a simple 3D spaceship dogfighting arcade game, a sci-fi themed top down shooter game and a fantasy-themed deck building game.
- 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.
- 3D Character Animation Demo Reel - https://vimeo.com/user100977540

EDUCATION

Staffordshire University
SEPTEMBER 2006 – MAY 2010

BEng (Hons) Computing Science 2.2

REFERENCES