



Alec Li

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SKILLS

Languages

C#
C++

Game Engines

Unity
Unreal Engine

Software

Visual Studio
Android Studio

Other

Git
SVN

EXPERIENCE

Amazon

OCTOBER 2020
JANUARY 2023

Fulfilment Associate

- Exceeded targets for items picked by performing thorough checks to maintain excellent quality assurance.
- Completed work following safety rules for best working practices.
- Independently worked through high-volume orders using initiative and self-motivation, consistently hitting deadline targets.

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

- Member of online freelance testing communities including uTest, TestBirds and Test.io.
- Also a member of gaming-centric testing communities including PlaytestCloud, Game Tester and Antidote.
- 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.

EDUCATION

Staffordshire University

BEng (Hons) Computing Science 2.2
