

# Alec Li

## Game Programmer

Walsall, West Midlands  
07532 783995  
[alec.li@live.com](mailto:alec.li@live.com)

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

### 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

- 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.

#### Phonics Hero – <http://www.phonicshero.com>

MAY 2012 – FEBRUARY 2014

- 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

JANUARY 2020 - Personal

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

#### Top Down Shooter

FEBRUARY 2020 - Personal

- 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

FEBRUARY/MARCH 2020 - Personal

- 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

### Joy Sprouts, Hong Kong

- Suzanne So
- [suzanne.so@joysprouts.com](mailto:suzanne.so@joysprouts.com)
- +852 6080 8885

### Phonics Hero, Hong Kong

- Katherine Wood
- [kwood@getreadingright.com.au](mailto:kwood@getreadingright.com.au)
- +852 9741 1672