

# Shuxing Li

Technical Designer

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## Education

**Master of Entertainment Technology**, Expected May 2022.

Carnegie Mellon University, Entertainment Technology Center (ETC), Pittsburgh, PA.

**Bachelor of Science in Interactive Media and Game Development (IMGD) and Computer Science**, May 2020.

Worcester Polytechnic Institute, Worcester, MA.

### Relevant Coursework:

Building Virtual Worlds, Visual Story, Technical Game Development, Novel Interfaces for Interactive Environment

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## Professional Skills

**Programming:** C#, GLSL, Java, JavaScript, Lua.

**Software:** Unreal Engine, Unity, LÖVE, Autodesk Maya, Blender, Adobe Creative Suite.

**Design:** Rapid Prototyping, Playtesting. (Think about other professional skills such as wireframing)

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## Academic Projects

**Building Virtual Worlds – Artists, ETC, September 2020**

- **Rapid prototyping with changing teams of 4-5 in 2 weeks.**
- Created 3D models and performed rigging in Maya, textured in Substance Painter or employed shaders for advanced texturing.

**Wizard Wars – Lead Programmer, WPI, March 2019**

- Capstone project in Technical Game Development class.
  - Collaborated with art students in a team of 4 and created a local multiplayer video game in Unreal Engine 4.
  - Completed Alpha and Beta testing with 20 players.
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## Work Experience

**D&E Tech.** May 2019 – July 2019

- Designed and created a system that allows users to view an interactive movie solely with their emotion to increase immersion.
- Designed and created an VR simulation that demonstrates the importance of barrier free facilities.

**Guangzhou Youai Network Technologies Ltd. – Role, Location, and date** May 2017 – July 2017.

- Creatin data lookup & dashboard for the game's administration page using Python and MySQL. Dashboard visualizes data such as player activeness, average revenue per user.
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## Personal Projects

**Project Gremlins.** November 2019 – July 2020

Video Demo Available at: <https://vimeo.com/378804199>

- Designed a tile based 2D platformer where players can create their own adventure.
- Programmed an 2D map editor with layer support for map creations.

**Groove Sushi House.** August 2019 – October 2019

Video Demo Available at: <https://vimeo.com/373458973>

- Designed, and programmed the story-based rhythm game.
- Created multiple art assets and designed pipelines for importing assets efficiently.
- Completed Alpha playtest with 20 players.