

Xiaoyan Li

Focusing on game engine development
Looking for a professional position in game industry.

Contact Info

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EDUCATION

Purdue University, Main Campus— *Undergraduate*

Aug 2015 - Aug 2020

Majored in Computer Science with tracks of Computer graphic and Visualization and Machine Intelligence.

Selected coursework: system(c), linear algebra, graphics(c++), network(js), database(SQL), algorithm(c++&Java)

Self-taught opengl, unreal engine, spine animation, unity engine, AWS

EXPERIENCE

Tsinghua Tongfang, Beijing, China— *System Engineer*

May 2017 - Aug 2017

Internship as system engineer in department of system engineering.
Participated in building Passenger Information system for Subway No.4 in Shijiazhuang. Independently built and maintained a Message Warning System.

Primarily used C# and SQL.

PROJECTS

Personal Page (2018) — www.lixiaoyan.info

A web application running on node.js with express on AWS VPC, with mail system.

Coded in javascript, HTML, CSS, Shell script

INTRODUCTION

I am a full-powered autodidact with tremendous interests in any techniques of 3A game development.

SKILLS

Coding: C/C++, Java, C#, Javascript, HTML, CSS

Technologies/ Environment:
Windows, Linux, AWS, MySQL, OpenGL, Node.js

LANGUAGES

English, Chinese