Weiming Li

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Education

Master in Computer Science-The University of Texas at Dallas   2017.08 – present

Bachelor in Software Engineering - Sun Yat-Sen University   2013.08 – 2017.06

- GPA: 3.6/4.0

Skills

- Program Language: Proficient: c, c++;   Familiar: c#, java, MATLAB, python.
- Program skill: algorithm design, database, machine learning, operating system.
- Tools: Unity 3D.   Familiar: Android Studio

Internship

Video Game Engineer -- 4399 Network Co., Ltd.   Fall 2016

Universal Chat System -- made by **Unity 3D**

- Implemented the feature for thousands of player to chat in game online, also supporting sending voice, picture and emoji.
- Reusable API for multiple games.
- Designed the MVC architecture, basic data structure and UI-Controller interface.
- Optimized such as using factories to recycle message GameObject.

Project

Grass Reaper -- A ARPG game made by **Unity 3D**.   Fall 2016

- Led a team of a 5 person, working on design, programing, music and model.
- Implemented simple enemy AI for monster spawn and attack.
- Designed the component-driven architecture of the game, skill and battle system.
- Used date-driven character and skills, which support extendable update.
- Used state machine to implement the character animation.
- Entry for indie game competition organized by 4399 Network Co., Ltd.

Awards

- 3rd prize in *14th Guangdong Collegiate Programming Contest (GDCPC) 2016*.   Summer 2016
- S reward in *The Mathematical Contest in Modeling (MCM).*   Spring 2015
- 2nd Prize *Outstanding Student Scholarship* of SYSU   2013-2014

Extracurricular Activity Awards

- 4th place in *Legends of the Three Kingdoms* in *World Cyber Arena(WCA) 2015* in Shanghai Final.   Summer2015
- 3th place in *King of Legends of the Three Kingdoms* in Beijing Final   Winter2014