

Weiming Li

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Objective

An internship as a software engineer, utilizing knowledge of algorithm, data mining and game developing.

Relevant Courses

Database Design	Operating System	Design & Analysis of Algorithms
Data Structures	Principles of Compilers	Artificial Intelligence
Data mining	Video Analytics	Unity Game Developing

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	

Program language

- : Proficient: c, c++; Familiar: c#, java, MATLAB, python.

Project

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

- Led a team of a 5 person.
- Implemented the function of monster spawn, action battle system using collider and several skills with buff and debuff.
- Designed the component-driven architecture of the game, skill and battle system.
- Used date-driven character and skills.
- Used state machine to implement the character animation.

Internship

Video Game Engineer -- 4399 Game Company Limited Fall 2016

Universal Chat System -- made by Unity 3D

- Implemented the function to chat through network like Line, also supporting sending voice, picture and emoji.
- The chat system is used for several games of the company.
- Designed the MVC architecture, basic data structure and UI-Controller interface.
- Used factories to recycle message GameObject.

Awards

- 3rd prize in *14th Guangdong Collegiate Programming Contest (GDCPC) 2016*. Summer 2016
- S reward in *The Mathematical Contest in Modeling (MCM)*. Spring 2015

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