JASMINE LI

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EDUCATION

UNIVERSITY OF MICHIGAN   Ann Arbor, MI
Bachelor of Science in Engineering - College of Engineering   *Expected May 2024*
- Computer Science Major, History of Art Minor
- GPA: 3.6
- Coursework: Computer Vision, AR/VR Development, Game Development, Computer Security, Data Structures and Algorithms, Foundations of Computer Science, Computer Organization, Self Driving Cars and Drones, Multivariable Calculus, Linear Algebra, Discrete Mathematics, Statistics and Data Analysis

SKILLS

C++, Python, C#, Javascript, HTML/CSS, PHP, React, Node.js, Websockets, REST, XCode/Swift, Unity, Unreal, Arduino, Firebase, Docker, Git, Jira, Confluence, Agile Development

EXPERIENCE

NOCHI STUDIOS
Game Programmer Intern   May 2023 - Present
- Developing UI, gameplay systems, visual effects, and AR experience for romance visual novel game
- Self-managing and communicating weekly tasks and monthly goals in a multidisciplinary team of production, marketing, design, developers, and writers.

MENUSTONE
Web Developer Intern   May 2022
- Created support ticket submission system using the PHPmailer library
- Designed and developed informational webpages for customer-facing website

GOOGLE COMPUTER SCIENCE SUMMER INSTITUTE   Jul. 2020
- Conceptualized and created a Chrome app for reducing food waste using the p5.js library and Google Firebase within an intensive project-based javascript curriculum taught by Google engineers

ACTIVITIES

WOLVERINESOFT STUDIO
Art Lead/Technical Artist   May 2023 - Present
- Managing a team of 3 artists and collaborating with team of 8 designers and developers
- Created and maintaining production timeline, running weekly meetings, and assigning tasks on Jira

Programmer   Sep. 2022 - Apr. 2023
- Released 2 completed games on Steam and itch.io
- Developed player systems and integrated art and animations into Curse of the Corsair using Unity
- Implemented multiplayer functionality in Ragnarok TD using the Unity game engine and Steam API
- Collaborated with programming, QA, art, design, audio, and production teams, utilizing Atlassian project management and version control software

PROJECTS

C-NOTE
- Developed AR synthesizer educational iOS app with Unity ARFoundation and FMOD API
- Designed UI and application systems

UNO
- Built an online multiplayer version of the card game UNO using Javascript, Node.js, and WebSockets