

JASMINE LI

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EDUCATION

UNIVERSITY OF MICHIGAN

Ann Arbor, MI

Bachelor of Science in Engineering - College of Engineering

May 2024

- Computer Science Major, History of Art Minor
- GPA: 3.7
- Coursework: Game Engine Architecture, Database Management Systems, Web Systems, 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++, C#, Python, Javascript, HTML/CSS, PHP, SQL, React, Node.js, Websockets, Flask, Jinja, REST APIs, XCode/Swift, Unity, Unreal Engine, Godot, Arduino, Firebase, Docker, Git, Jira, Confluence, Agile Development

EXPERIENCE

NOCHI STUDIOS

Game Programmer Intern

May 2023 - Dec. 2023

- Developed UI, gameplay systems, and visual effects for romance visual novel games using Unity
- Led research and development of the company's first AR experience using ARFoundation
- Self-managed and communicated weekly tasks and monthly goals in a multidisciplinary team of production, marketing, design, developers, and writers

ACTIVITIES

TIMBER GAME ENGINE

Research Team Member; Advisor: Austin Yarger

Sep. 2023 - Present

- Collaborated with 9 person multidisciplinary team to develop accessible, web-based game engine
- Ported Yarn Spinner dialogue library to Godot 3.5 and integrated dialogue system
- Developed custom input system and editor tools using picture-in-picture technique for editor mode

MAVRIC LAB

Research Assistant

Sep. 2023 - Present

Department of Robotics, University of Michigan

- Maintained Unreal Engine 4 simulation integrating human-robot reconnaissance mission with custom spectator interface that records data and playback from multiple angles
- Assisted with testing and data collection involving human subjects to study how training review methods impact situational awareness

WOLVERINESOFT STUDIO

Art Lead/Technical Artist

May 2023 - Aug. 2023

- Managed a team of 3 artists in collaboration with team of 8 designers and developers
- Produced and integrated 45+ assets and visual effects as a team
- Maintained production timeline and asset list, ran weekly meetings, and designated tasks
- Animated and illustrated 2D assets and visual effects, modeled and textured 3D assets

Programmer

Sep. 2022 - Apr. 2023

- Released 3 completed games on Steam and itch.io (Tails of War, Curse of the Corsair, Ragnarok TD)
- Developed player systems and integrated art and animations for adventure RPG and strategy games
- Implemented multiplayer functionality in tower defense game using Unity and Steam API
- Collaborated with programming, QA, art, design, audio, and production teams, utilizing Atlassian project management and version control software

PROJECTS

CALDER ENGINE

- Developed 2D game engine from ground up in C++ for OSX, Windows, and Linux, integrating glm, SDL rendering, Box2D physics engine, Lua scripting with Luabridge, and Spriter skeletal animation