

# JASMINE LI

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## EDUCATION

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### 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

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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

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### MENUSTONE

May 2022

#### Web Developer Intern

- 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 the Google Firebase platform
- Completed an intensive project-based javascript curriculum taught by Google engineers

## ACTIVITIES

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### WOLVERINESOFT STUDIO

Sep. 2022 - Present

#### Programmer

- 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

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### C-NOTE

- Developed AR synthesizer educational iOS app with Unity ARFoundation and FMOD API
- Implemented and optimized Unity AR image tracking within app
- Designed UI and application systems

### A KITSUNE'S TAIL

- Created art and VFX including shaders, particle effects, sprites and animations, rigging, and lighting for 2D platformer game in Unity
- Implemented physics-based gameplay mechanics

### UNO

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