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
- 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

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

WOLVERINESOFT STUDIO   Sep. 2022 - Present
Programmer
- Developing player and interaction systems and integrating art and animations into adventure RPG game
- Implemented multiplayer functionality in Ragnarok TD using the Unity game engine and Steam API
- Collaborated with programming, art, design and audio teams, utilizing Atlassian project management and version control software

PROJECTS

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