Ken Li

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Education

University of Alberta	**Sept 2015 – Apr 2020**
BSc Specialization in Computing Science and Certificate in Computer Game Development	*Edmonton, AB*

Work Experience

Durabuilt Windows & Doors	*Edmonton, AB*
Window Line Helper	May 2019 – Aug 2019
Special Door Line Helper	May 2017 – Aug 2017
Window Line Helper	Jun 2016 – Aug 2016

➢ Had to be knowledgeable on all window/door types and the procedures for each
➢ Had to work efficiently as a team and as an individual
➢ Had to be adaptable (ability to work on different lines)
➢ Ability to pay attention to details
➢ Ability to use a tape measure (both metric and imperial) accurately
➢ Comfortable with multiple tools such as pneumatic/electric drills and miter saws

Skills

Programming Languages	**Programming Relate Knowledge**
Python, C, C++, C#, Java, JavaScript, Visual Basic, Prolog, Lisp, MIPS Assembly	*HTML, CSS, SQL (Oracle, SQLite, Postgres), Django, Git, Linux, Agile Methodologies, OOP, MATLAB*
Game Engines	**Microsoft Office**
Unity, Aurora Engine, Game Marker Studio, RPG Maker MV	*Word, PowerPoint, Excel*
Adobe Creative Cloud Suite	**Other Software**
Photoshop, Illustrator, Lightroom, Premiere Pro, XD	*Vegas Pro, Blender, Cinema 4D*

Projects

Thea.png	*Unity and C#*

A game created in Unity where you explore the files of a computer, unraveling any secrets kept by the owner.

https://fifty-fifty.itch.io/theapng

Haptik	*Django, React, and React Native*

A mobile and web application used to track important times and events during a resuscitation.

https://youtu.be/Yk3ySElEWSY

Awards

CMPUT250 2016/17 Game Development Award for Excellence in Art and Design   *Vadim Bulitko*

Interests

Bleeding-Edge Technology   Travel   Graphic Design   Photography and Video Production