Ralph Li

in **LinkedIn**

○ **GitHub**

🌐 **Website/Portfolio**

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📍 Vancouver, BC, Canada

Awards

BCIT Spring Project:
Best Project
Best Team

Languages

C#
Python
JSON
C++
HTML
JavaScript
CSS

Tools

Unity
Git
SourceTree
Trello
Google Sheets/Docs
Firebase

Education

Vancouver Film School
Game Design Diploma
Oct 2021 – Oct 2022

Hobbies

Baking
Video Games
Anime

Objective

Passionate programmer who specializes in **Gameplay Programming** with fluency in **C#** and **C++**. Always am looking forward to learning and expanding my skillset to not only become a better programmer, but developer as well.

Projects

Tiempo   May 2022 – Oct 2022   **Unity | C#**

General Programmer | Team of 6
- Documented and coded gameplay scripts/systems for AI and Time Rewind ability from scratch
- Documented and coded functionality for 3D UI and HUD for both keyboard and controller compatibility
- Scripted character animation blending, weighting and state changes depending on character state
- Kept strong communication with development team to make sure scripts were in line with design and core pillars
- Supported development team with Git/Source Control issues

On A Roll   Mar 2022 – Apr 2022   **Unity | C#**

General Programmer | Team of 5
- Designed, documented, and coded physics based gameplay scripts/systems from scratch
- Scripted functionality for 2D UI and HUD for only keyboard support
- Scripted character animation blending
- Scripted audio systems to support attenuation and volume control

Save RainCity   May 2022 – Oct 2022   **Firebase | JavaScript**

Website Programmer | Team of 5
- Won Best Project and Best Team award
- Designed and coded a website Point-and-Click game from scratch
- Designed and coded a functional website with database using Google Firebase API
- Designed website layout with Mobile First design intention