

# Magian Li Yunhao

(Mark)

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超新星工作室  
Supernova Studio

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## EDUCATION

**Expected Jun 2016** **B.S. in Chemistry**  
**Peking University (PKU) Beijing, China**  
Course works:  
Inorganic Chemistry, Organic Chemistry,  
Analytical Chemistry, Physical Chemistry, etc.  
C & C++ Programming, Data Structure

## EXPERIENCE

**Sep 2011 -2016** **Supernova Studio**  
**Co-founder & Technician & Designer**

### • Expedition

A traditional Chinese Role Playing Game with dialogue lines of 300000+ words and playing time of 20+ hours. Designed game data structure, player roles, item, skill and monster module. Developed storyline. Placed closed test and organized public test (using git). Run functional test, pressure test and performance test. Managed dubbing team.

### • Legends of G12C2

A turn-based card board game. Designed the game structure. Set skills for heroes. Designed graphics for hero cards and card back. Designed functional cards and extra cards. Released as an independent game and made in the news on CTV and local newspapers.

**Sep 2015 -2016** **Greater China Investment Co.(U.S.A)**  
**Project Manager**

### • Four Court Yard Construction Project

A special construction project in Northeast U.S area(Massachusetts) which includes special permit and building & landscaping design. The first traditional oriental living building developed in New England area. As the project manager, designed the house and yards, cooperated with builder, architect and engineer, worked with town planner. The house is expected to be finished in 2018.

## PERSONAL PROJECTS

**Jan 2014 -2015** **STeLA (Science and Technology Leadership Association)**  
**Forum Chair & Logistic Chair**

### • Drug War

An educational turn-based on-map multi-player board game. With 3 teams competing in a same map, capturing resource spots and use resource to earn points. The game is designed for sense-making skills which means the ability to analyse the relationship between main factors in a complex system. To be more complicated and competitive, time of each rounds given to players is limited. Game is played in English.

Design general game rules where board games and leadership theories are combined. Analysed data in test and host the game during the forum 2014. Modified game according to forum theme in 2015 and run the enhanced game in 2015. 60+ people from different continents played in the forum each of the year.

### • Cyber Empire

An educational turn-based multi-player strategy game. The goal of the game is to give participants a sense of cyber security and develop team work skills. Players form teams acting as IT companies and compete with each other in a virtual market. They choose their products and activities, developing strategies in order to become the company with highest market value. Game is designed and played in English.

Designed the game rules. Set up data structure for the game. Analysed data in test and host the game during the forum 2015. Experimented "Four Player Model" in the game. Add storyline to the game according to the history of IT industry. 60+ participants played in forum.

## LEADERSHIP EXPERIENCE

**2011 - Jun 2015** **PKU CCME (Peking University College of Chemistry and Molecule Engineering)**

**Class monitor; Leader of Culture and Art Department of Student Union**

### • Group work

Lead the culture and art department(total staff 13) finish all missions SU required including organizing student parties(including 600+ students from CCME), festival activities, art & singing competitions. The team won the Best Department of School Award of 2012.

### • Significant event

Organized New Year Eve soiree of 2013. Team with ~20, performer & participants ~50, audience ~400. The first New Year Eve soiree of CCME. Actor & Scriptwriter & Director of stage play *Fenzi Jianghu*. The show won the *Best Present Award* in 2013 PKU new year student union final awards.

## AWARDS & HONORS

**2014 & 2013** **Social & Administrative Award**  
**Peking University**  
2 in each grade of 150, for those who have excellent perform in school organizations and between school and other parties.

**2013** **Excellent Student Cadre Award**  
**Peking University**  
1 in each grade of 150, for those who have excellent perform during the management of student organizations and make certain contributions to faculty.

**2011** **National Team Camp of ICHO (International Chemistry Olympiad)**  
**China Chemistry Society**  
32 Nationwide, for the selection of national team members of ICHO 43th 2011.

**2011** **National First Prize of CCHO (China Chemistry Olympiad)**  
**China Chemistry Society**  
~50 Nationwide, choosing from 30+ regional teams.

**2009** **National First Prize of China North Area; Strategy & Innovation Award in final Championship in USA**  
**First Lego League**  
2 of 20+ teams nationwide competing in China.  
1 of ~50 teams from all regions of the world in final championship in USA.

## PERSONAL SKILLS

### ► Leadership abilities

Relating	<div></div>
Sensemaking	<div></div>
Visioning	<div></div>
Inventing	<div></div>

### ► Computing

Adobe Photoshop	<div></div>
Programming	<div></div>
Office	<div></div>