

# SHAU CHING MICHAEL LI

Detail oriented recent university graduate that is proficient at programming in multiple languages and 3D art and assets creation

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**Portfolio:** michaelliae.wixsite.com/michaelli-3dartist | **Instagram:** mic\_use\_blender

## Languages

English, Cantonese, Mandarin

## Expertise

C, Java, Python, JavaScript, C++, C#, Object Oriented Programing, Frontend and Backend Development, Windows, RedHat, Ubuntu, Blender, Hard Surface Modeling, UV Unwrapping, Procedural Texture Generation Texture Baking, Adobe Photoshop, Adobe Illustrator, Adobe Premiere, MS word, Power Point, Unity, Unreal Engine 5, Agile software development, CSS, React, HTML

## Soft Skills

Punctuality, Independent, Collaboration, Creativity, Troubleshooting, Out-of-the-box thinking

## Education

**University of Toronto:** Honours Bachelor of Arts

June 2023

**Sheridan College:** Certificate in Digital Communications

June 2023

## Relevant Experience

**Front Desk Administrator/Code Sensei**

July, 2023 - present

Code Ninjas Port Credit

- Hosting **coding lessons** for **7 to 15 year olds** on **JavaScript** and **Roblox Studio**
- Teaching them by leading them making **mini games** which have new **coding concepts** every few games
- Help the students to **debug** their game and help them to **find a solution** that they come up with our **guidance**
- **Explaining** and **communicate** in **detail** and in an **easy to understand language** so the student understand the **concepts** or **bugs**
- Participate in short debrief on the lessons of the day, discussing how and what the student have learn on the day
- Work on the games by myself to **prepare the materials** for the lessons

**TuneIn.TV**

January, 2022 - March, 2022

- A **website** that focus on **video game live streaming** for a group assignment
- Using **agile software development** to **design, plan, develop** and **test** our product
- **Weekly sprint** are held to make sure group mates are on track to finish the tasks **divided from user stories**
- Build the **front end** of the live streaming website in conjunction of **one another colleague** using **CSS** with **React**
- Design the overall **appearance** of the website like choosing the **colour scheme** and the **placement** of the different object to create an **identity** for the website and the to give the **easy** and **comfortable user experience**
- **Collaborate** with other colleagues to **incorporate** the **front and backend** together

**S2000**

March, 2022 - May, 2022

- Created a 3D scene with **blender** with a Honda S2000 as its main focus in a setting of park and with a city and sunset as its backdrop
- Researched and studied the shape of the Honda S2000 and **wide body kits** from **photos and blueprints**
- Overcame the challenge of **creating a realistic scene** by **procedurally creating textures**. Like **car paint** with **base colour** in the bottom layer, **reflective flake** in the middle and a **clear coat** on top. **Asphalt** with both small and big **bumps**, with **cracks**, and **divots** for **water reflection**.
- Put high poly count models close to the camera and use **simple cubs with image texture** as buildings for the **background**

**Endless Engine**

March, 2023 - March, 2023

- Created a 3D **animation** in **Blender** of two cars driving through the street of Hong Kong as a submission for a **community 3D challenge**
- Used **Geometry Nodes** to build a street of **Tong Lau**, an old style of building that was common in Hong Kong
- Modeled **different versions** of **rooms, shops and decorations** that fits in a same sized cube
- Used another **geometry nodes group** to produce **neon signs** in **different shape and styles**
- **Randomly** grouped the **rooms, shops, decorations and signs** together with **Geometry Nodes**

**Need To Race Stewart Edition**

October, 2022 - November, 2022

- An **interactive story style game** that demonstrates the **problem of balancing** being **strict** and **fun** with **penalty system** in **simcade racing game**
- The main challenge is to build a game that is **about racing** with **Ren'Py** as it is used to create game like a slideshow
- Change the **roll of the player** from normally the driver **to be the "AI" racing steward** of a game
- The player will be given **different incidences** and they need to decide who is at **fault**, what are the **punishment** and how harsh is it
- The decisions will **affect a few variables** that will **generate a report** that show how different kind of gamers like the **veteran** and the **new player** will **view** the game itself