

# Yu Li

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## EDUCATION

**Carnegie Mellon University, Pittsburgh, PA**

**Master of Entertainment Technology, Entertainment Technology Center**

**August 2017 – May 2019 (expected)**

**Shanghai Jiao Tong University, Shanghai, China**

**Bachelor of Science, Computer Science**

**August 2013 – June 2017**

## SKILLS

- Programming Languages: C#, C++, Python, Matlab, Labview, Verilog
- Tools: Unity, OpenGL
- Advanced Courses: Computer Graphics, Building Virtual World, Machine Learning, Artificial Intelligent, Computer System, Data Structure, Advanced Algorithm

## PERSONAL PROJECTS

**Eat My Carrot!**

**January 2018**

**Global Game Jam 2018**

**Programmer, Sound Designer**

- Developed in two days for GGJ 2018. Two-player fun game with innovative mechanism.
- Implemented game logic including rabbits movement and items bouncing. Recorded sounds.

**Roll It Out!**

**Under Development**

**Personal Project**

**Independent Project**

- A mobile fun game written in Unity. Independently designed and implemented.
- Combine color matching with dashing. Exciting with simple control.

**All Collection**

**July 2017**

**Personal Project**

**Independent Project**

- A small collection system written in C++. Independent. Create original virtual objects and share with friends.
- Coded encrypting texts and images at one end and decrypting at the other end. Also designed and implemented UI structure.

## ACADEMIC PROJECTS

**PicoCTF 2018, ETC, CMU, PA**

**January 2018 – May 2018**

**Gameplay Programmer, Sound Designer**

- The gamification of the largest hacking competition in the world.
- Closely working with diverse clients.
- As the major Gameplay Programmer, working on every parts such as player control, game logic and graphics.

**Building Virtual World, ETC, CMU, PA**

**August 2017 – January 2018**

**Programmer, Designer, Producer**

- Developed six virtual worlds in one semester with high efficiency and quality. Used AR & VR technology.
- Worked in general programming in Unity. Familiar with Unity & C#.
- Worked in groups (2 programmers, 2 artists, 1 sound designer). Teamwork and time management skills developed.

**Interaction Music Game on ARM5**

**June, 2016**

**Independent Project**

- An interesting music game on ARM5 board embedded system. Highest score among the class.
- Designed and optimized towards hardware. Flexibly used various components (LED, buzzer, potentiometer, five-way key, digital tube). Took hardware properties into consideration to achieve excellent performance.
- Implemented basic logic, menu system, grading system, tutorial and difficulty adjustment.

**Embedded and Pervasive Computing Center, SJTU**

**October 2015 - June 2017**

**Research Assistant**

- Originally designed, implemented and tested a scheduling algorithm for large-scale SSD storage systems with Disksim and Matlab. The results of analysis showed 25% improvement above original algorithms.
- Experience in obtaining and organizing information, quick self-study, induction and deduction.

## OTHER

- Other work: game localization, music pieces, poems, videos (contribute as actor/editor/camera/audio)
- Knowledge: Music, Biology, Philosophy, Psychology
- Interests: Composing, Writing, Reading, Cooking, Handcrafting, Singing