

Yu Li

Mobile: (412)-628-5610

Portfolio: yuli.io

E-mail: yul4@andrew.cmu.edu

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