Yu Li

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EDUCATION

Carnegie Mellon University, Pittsburgh, PA
Entertainment Technology, *Master of Entertainment Technology*   August 2017 – May 2019 (expected)
Courses: Building Virtual Worlds, Computer Graphics

Ohio State University, Columbus, OH
Electrical Engineering   August 2016 – January 2017
Courses: Natural Language Processing, Computer Vision, Analog Integrated Circuit

Shanghai Jiao Tong University, Shanghai, China
Computer Science, *Bachelor of Science*   August 2013 – June 2017
Courses: Machine Learning, Data Mining, Artificial Intelligent, Computer System, Data Structure, Advanced Algorithm

SKILLS

- Programming Languages: C#, C++, Python, Matlab, Labview
- Tools: Unity, Visual Studio, OpenGL, Visio, GitHub, Perforce, Trello, TkInker, DiskSim

PROJECTS

Client Project: PicoCTF 2018   **January 2018 – May 2018**
Entertainment Technology Center, CMU, PA   **Programmer, Sound Designer**
- The gamification of the largest hacking competition in the world. Using C# language.
- Closely working with diverse clients and team members. Communication, cooperation and management skills developed in scrums, meetings, documentations and the pipeline for workflow.
- As the major Gameplay Programmer, performing functional implementations with well-designed interfaces.

Course: Building Virtual World   **August 2017 – January 2018**
Entertainment Technology Center, CMU, PA   **Programmer, Producer, Designer**
- Six rounds of rapid prototyping with high efficiency and quality. Explored AR & VR technology.
- General programming with Unity in C#. Safe, readable and extensible codes.
- Worked in 5 interdisciplinary groups. Communication skills and teamwork got practiced.

Research: an Algorithm for 3-Disks Tolerance SSD Storage Systems   **October 2015 - June 2017**
Embedded and Pervasive Computing Center, SJTU, China   **Researcher**
- Originally designed, implemented and tested a scheduling algorithm for large-scale SSD storage systems with Disksim in Matlab. The results showed 25% improvement above original algorithms.
- Experience in obtaining and organizing information, quick self-study, innovation, induction and deduction.

Course Project: Interaction Music Game on ARM5   **June, 2016**
SJTU, China   **Programmer, Designer (Independent)**
- A music game on ARM5 board embedded system. Written in C. Highest score.
- Designed, implemented and optimized independently. Flexibly used various components (LED, buzzer, potentiometer, five-way key, digital tube). Took hardware conditions into consideration to achieve excellent performance.

Personal Project: All Collection   **July 2017**
                                                                                                        Programmer, Designer (Independent)
- A software written in C++. It provides GUI for users to create virtual objects (with texts and images as descriptions).
- It encrypts every original object into a code (through which other people can restore the virtual object; can only be decrypted by the software), so players can share their creation with friends.

OTHERS

- Other work: 20+ music pieces, 20+ poems, several videos (actor/editor/camera/audio), game localization
- Knowledge: Music, Biology, Philosophy, Psychology
- Interests: Composing, Writing, Reading, Cooking, Handcrafting, Singing, Piano