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, Artificial Intelligence, Computer System, Data Structure, Advanced Algorithm

SKILLS

- Programming Languages: C#, C++, Python, Matlab, JavaScript
- Tools: Unity, RPG Maker MV, Visual Studio, OpenGL, GitHub, Perforce, Visio, Trello

WORK EXPERIENCE

Summer Intern   **May 2018 – August 2018**
Dejobaan Games, MA   **UI Programmer, Graphics Programmer**
- Building the game The Last Night on Planet Earth, an artistic visual novel attending New York Film Festival.
- Working on the implementation of the UI system with systematic engineering thoughts and coding conventions.
- Adding green screen videos to the game. Writing shaders to achieve real-time visual effects on videos.
- Doing performance testings and analysis.
- Writing detailed documentations for meeting notes, code interface and experimental results.

PROJECTS

Personal Project: On Thin Line   **April 2018**
Ludum Dare 41st event   **Programmer, Designer (Independent)**
- An adventure rhythm game made in Unity. Independently designed and implemented in 3 days.
- Smooth in control and innovative in design. Widely loved by players.
- Ranged 15th in Sound, 220th in Mood and 310th in Fun among the 3048 games submitted.

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.
- I closely worked with diverse clients and team members for 4 months. Communication, cooperation and management skills are developed in scrums, meetings, documentations and the the workflow.
- As a gameplay programmer, I implemented gameplay functions with neat and safe interfaces.
- As a sound designer, I combined my two roles, designed and adjusted the sound effects to be natural and tightly connected with the gameplay.

Course: Building Virtual World   **August 2017 – January 2018**
Entertainment Technology Center, CMU, PA   **Programmer, Producer, Designer**
- Six rounds of rapid game prototyping with efficient pipeline and iterations. Unity and C# are used.
- Worked in 5 interdisciplinary groups with 20 teammates overall. The ability of cooperating with diverse people and roles are developed.

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 an algorithm for large-scale SSD storage systems.
- Experienced quick self-learning, obtaining and organizing information, induction and deduction.
- The performance testing results showed 25% improvement compared with original algorithms.

OTHERS

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