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, Disksim
- Advanced Courses: Building Virtual World, Machine Learning, Artificial Intelligent, Advanced Algorithm

ACADEMIC PROJECTS

Building Virtual World, ETC, CMU, PA **August 2017 – January 2018**
Instructor: Prof. Jesse Schell, Mr. David Culyba **Programmer, Producer, Designer**

- Developed six virtual worlds in one semester with high efficiency and quality. Used AR & VR technology.
- Worked in gameplay, player control, interactions and graphics effects in Unity. Familiar with Unity & C#.
- Worked in groups (2 programmers, 2 artists, 1 sound designer). Teamwork & communication skills developed.
- Participated in game design & project management.

Embedded and Pervasive Computing Center, SJTU **October 2015 - June 2017**
Advisor: Dr. Chentao Wu, Associate Professor **Research Assistant**

- Designed a scheduling algorithm for large-scale SSD storage systems.
- Realized the algorithm on Disksim in Matlab, designed experiments and did analysis with real server data.
- Experience in obtaining and organizing information, quick self-study, induction and deduction.
- The results of analysis showed 25% improvement above original algorithms.

Brain-like Computing & Machine Intelligence, SJTU **October 2015 - June 2016**
Advisor: Prof. Baoliang Lu **Research Assistant**

- Conducted experiments and collected high-quality EEG data from human subjects.
- Researched in how people from different countries reacted differently to the same emotional stimulus.
- Worked with German and Chinese partners and subjects. Communication and cooperation skills developed.
- Participated in the design of the experiment and stimulus materials.

Project: Interaction Music Game on ARM5 **June, 2016**
Lecturer: Prof. Xiangzhong Fang, Dr. Liwen Luo, Dr. Hongzi Zhu **Course Project**

- Designed and implemented an interesting music game on ARM5 board. The highest score in the class.
- Made good use of various components on the board (screen, buzzer, potentiometer, five-way key, digital tube).
- Completed the game with help file, speed adjustment module and grade system.
- Optimized software interactions according to hardware properties. Smooth in running, it provided excellent user experience.

Project: 3D Tarot Game **April, 2014 - June, 2014**
Lecturer: Dr. Xianchao Zhao **Course Project**

- Designed and implemented with OpenGL and C.
- Fully polished with background music, guidance, six Tarot arrays as choices and detailed explanation of results.
- Beautiful background, graceful movement and ethereal music.
- Well-designed interpretation keeps the objectivity of the divination.

OTHER

- 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
- Organizations (university): Student Union, Seiee Volunteer, Everything Volunteer