

RYAN R. LI

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EDUCATION

Georgia Institute of Technology, College of Computing

Expected May 2026

B.S. in Computational Media

GPA: 3.93/4.0

- Concentrations in **Computer Graphics** and **Film and Media**
- Oxford University, Study Abroad - Summer 2023

SKILLS

Programming: Python, Java, C, C++, C#, GLSL, Javascript, HTML/CSS, SQLite

Software/Tools: Git, Perforce, Android, Unity, Unreal Engine, Docker, MotionBuilder, Maya, Spotify API, Open AI API, Adobe Premiere, Adobe After Effects, Adobe Photoshop, Excel

Concepts: Hardware Programming, Computer Graphics, UI/UX Design, Linear Algebra, Multivariable Calculus, AGILE, Object Oriented Programming, Design Patterns, Discrete Mathematics, Data Structures and Algorithms, Game Development

PROJECTS

The Bends

Mar 2024 - Apr 2024

Video Game

- Programmed a rogue-like diving and fishing game using C in Mode 0 for the Game Boy from start to finish
- Engineered unique pressure gameplay mechanic to simulate real diving and increase difficulty

Scrollify

Feb 2024 - Apr 2024

Android Application

- Created the system that read and stored profile data from the Spotify API for a music based social media app with SQLite
- Oversaw team git organization and version control to ensure team stuck to software development life cycle
- Served as technical support, resolving issues related to front-end and back-end miscommunications

Debugger

Nov 2023 - Dec 2023

Video Game

- Used UI Engineering and Visual Design skills to implement a fully responsive, sleek user interface for a computer science themed doom-style video game developed in Unity with C#
- Created the back-end health management and collision system for player and enemies crucial to the gaming experience

EXPERIENCE

CineInnovate Vertically Integrated Project | Atlanta, GA

Aug 2024 - Present

3D and Motion Capture Artist

- Designed an original set and 2 unique props in Unreal Engine for an animated short film
- Captured motion capture data with the Perception Neuron and retargeted it in MotionBuilder

Buzz Studios | Atlanta, GA

Aug 2022 - Present

Historian

- Served as director, writer, and editor for four short films, screened at local theater
- 4 of 4 selected for a campus-wide showcase of content creation talent at Georgia Tech
- Assisted in development of the Buzz Studios Archive Website