



# WANJIN LI

Creative designer, HCI researcher and an optimistic dreamer.



*I certify that the work included in this portfolio is my own original work. Work included which was conducted as a part of a team or other group is indicated and attributed as such- the other team members are named and a true description of my role in the project is included.*

- Wanjin Li, IU e-APP Number: IU002109195 -

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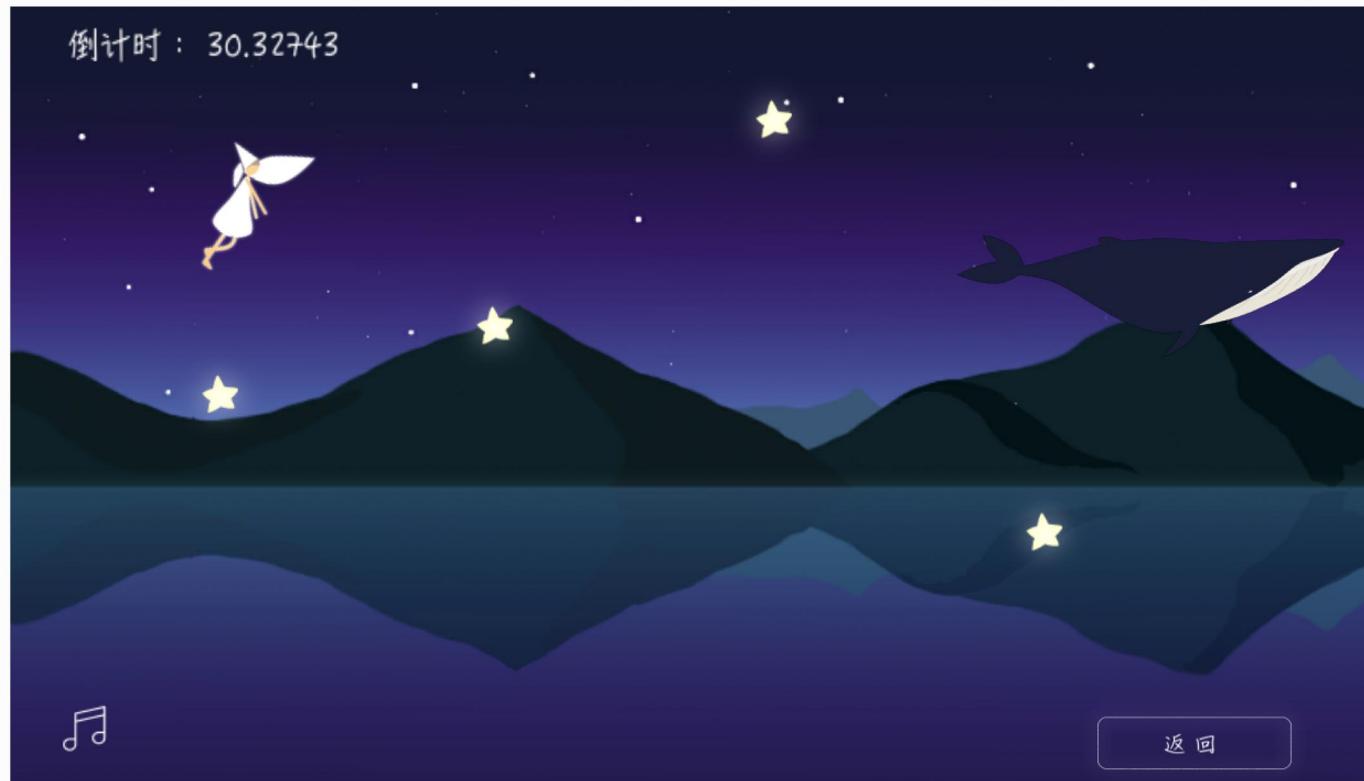
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# Yvaine's Little Trip

## Adventure Game

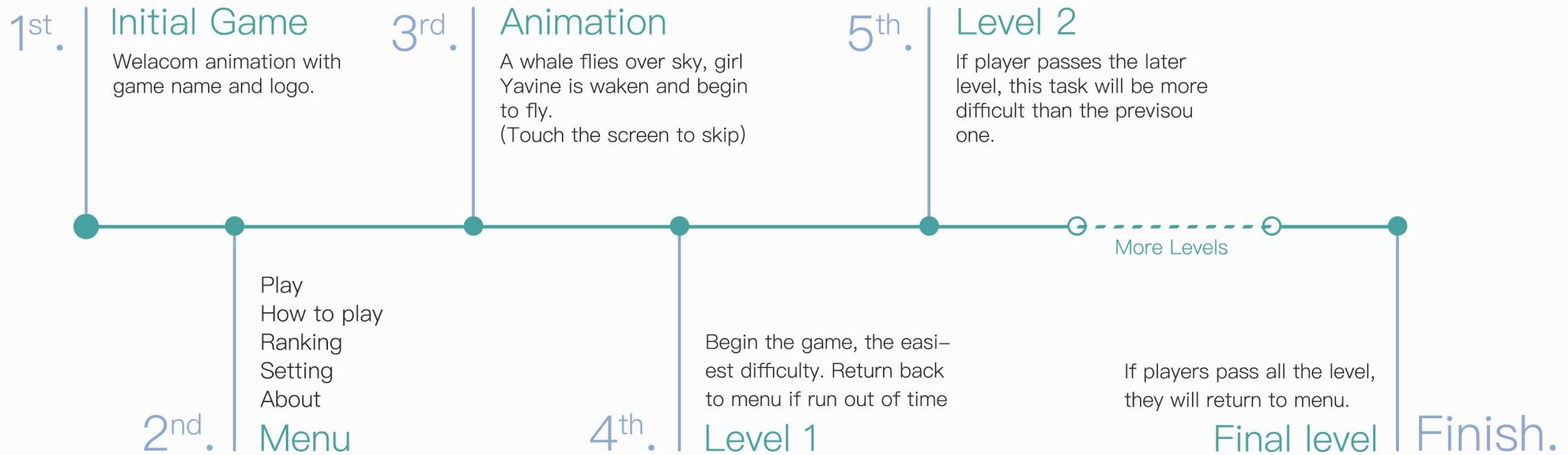
**Field:** Computer Game    **Role:** Designer & Programmer    **Time:** 4 weeks | 2016.6

**Brief:** Yvaine's Little Trip is a game of adventure. Designed in flat design style and dreamlike atmosphere.



# Structure & Process

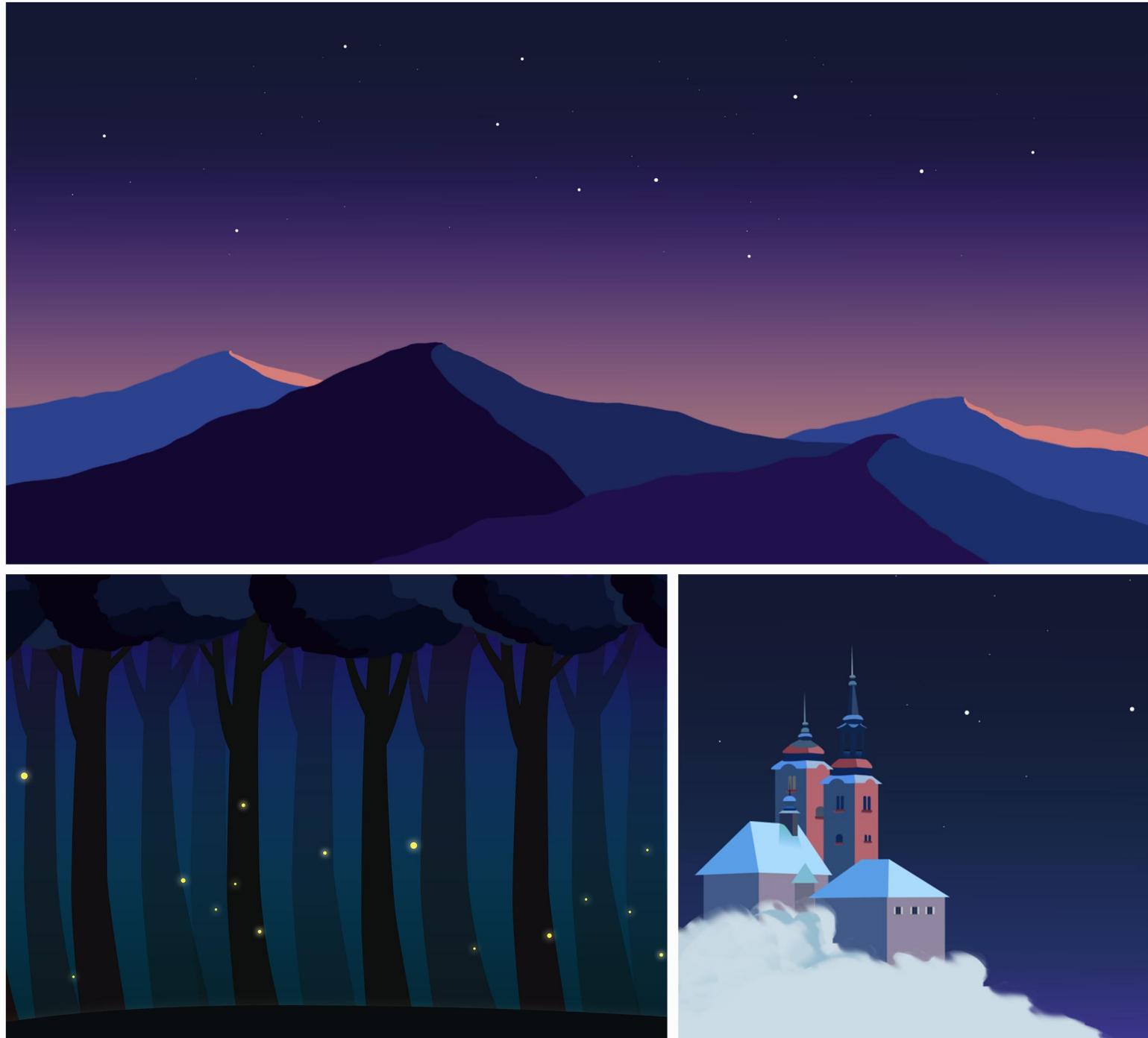
Gamer follows the simple and classical game process, keeping Yvaine fly as quick as possible and passing the tasks in limited time.



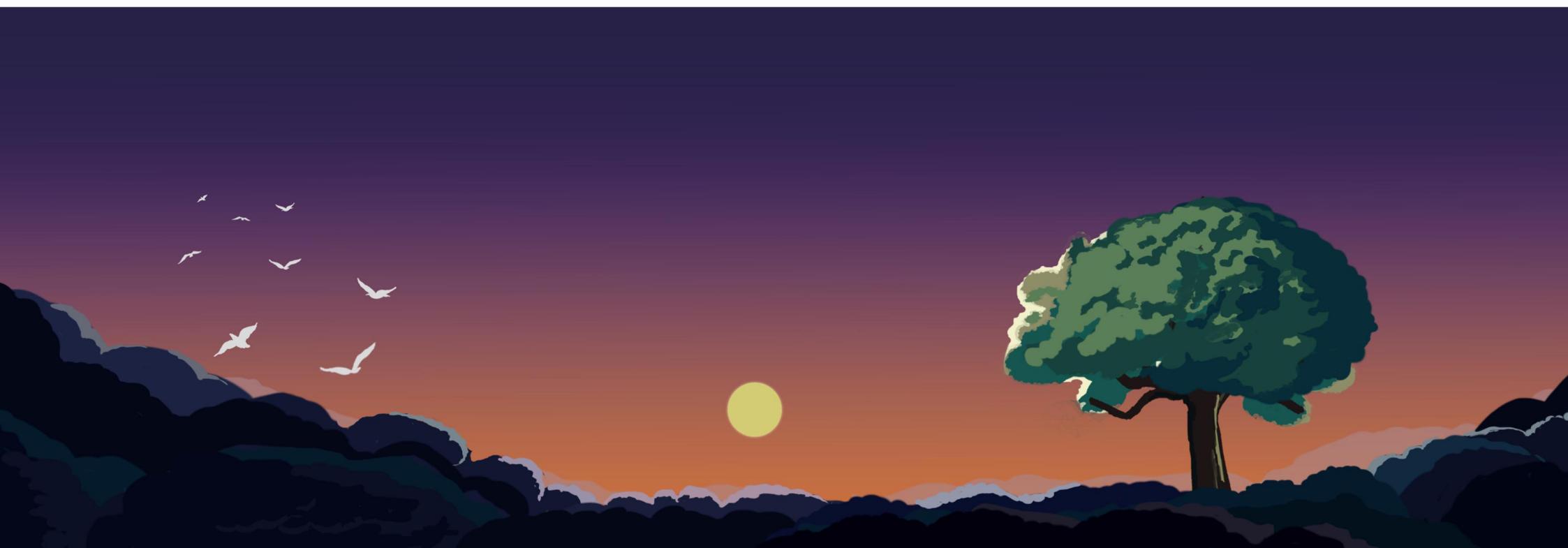
# Artwork

Told in flat design style and dreamlike atmosphere.





The protagonist Yvaine is an imaginative girl with wings, lives in a beautiful and fantasy kingdom. Begin by waking the girl who is leaning up against the castle and falling in deep sleep when a huge whale flew across the sky, then join in her adventure journey of chasing for the whale.

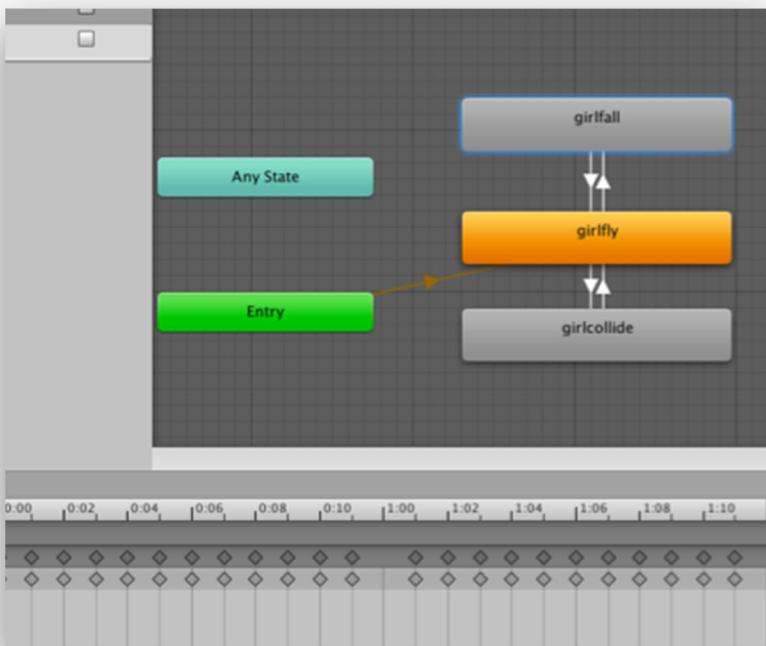


# Programming & Build

Programmed and built in Unity3D (collaborated with another programmer).

Be responsible of UI response, character action, dynamic effect, operation trigger and music effect.

Language: C#



```
public class Menu : MonoBehaviour {
    private Animator _animator;
    private CanvasGroup _canvasGroup;

    public bool IsOpen{
        get{ return _animator.GetBool ("IsOpen");}
        set{ _animator.SetBool ("IsOpen", value);}
    }

    public void Awake(){
        _animator = GetComponent<Animator> ();
        _canvasGroup = GetComponent<CanvasGroup> ();

        var rect = GetComponent<RectTransform> ();
        rect.offsetMax = rect.offsetMin = new Vector2 (0,0);
    }

    public void Update(){
        if (! _animator.GetCurrentAnimatorStateInfo (0).IsName ("Open"))
            _canvasGroup.blocksRaycasts = _canvasGroup.interactable
        } else {
            _canvasGroup.blocksRaycasts = _canvasGroup.interactable
        }
    }
}
```

# Sun Drum

## UI & UX

**Field:** App Design    **Role:** Designer & UX    **Time:** 4 weeks | 2016.3

**Award:** Super Prize of Beijing in National College Student E-Business Competition

**Brief:** Sun Drum(太阳鼓) is an e-commercial App of traditional Chinese minority handicrafts (Cooperated with a local enterprise).



- Home -

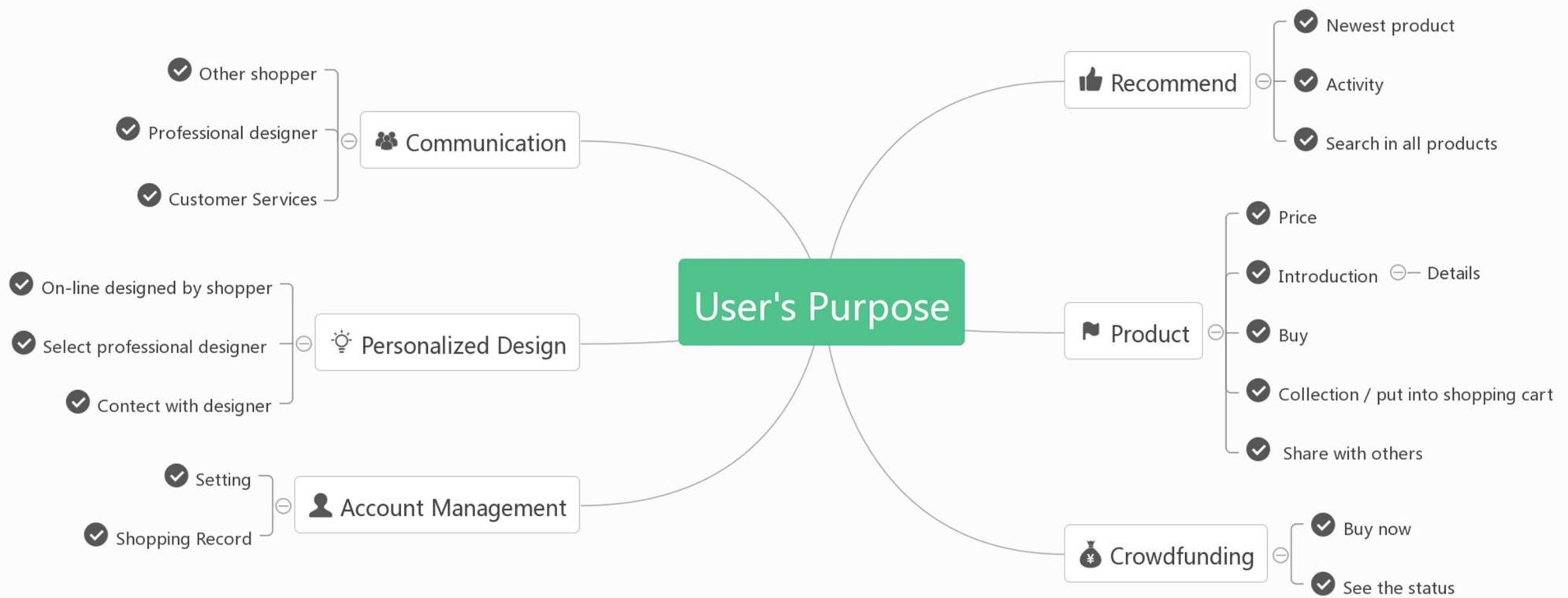
- Latest -

- Log In -

View more at Page 9.

# Demand Analysis

Sun Drum company wanted to promulgate its ethnic cultural products and professional designers via emerging Internet platform. Our team projected the services they could offer based on different needs of customers.



# Artwork

Claret is the representative color of Miao and Yi (two Chinese minorities), they believe it is a symbol of fire and warmth.



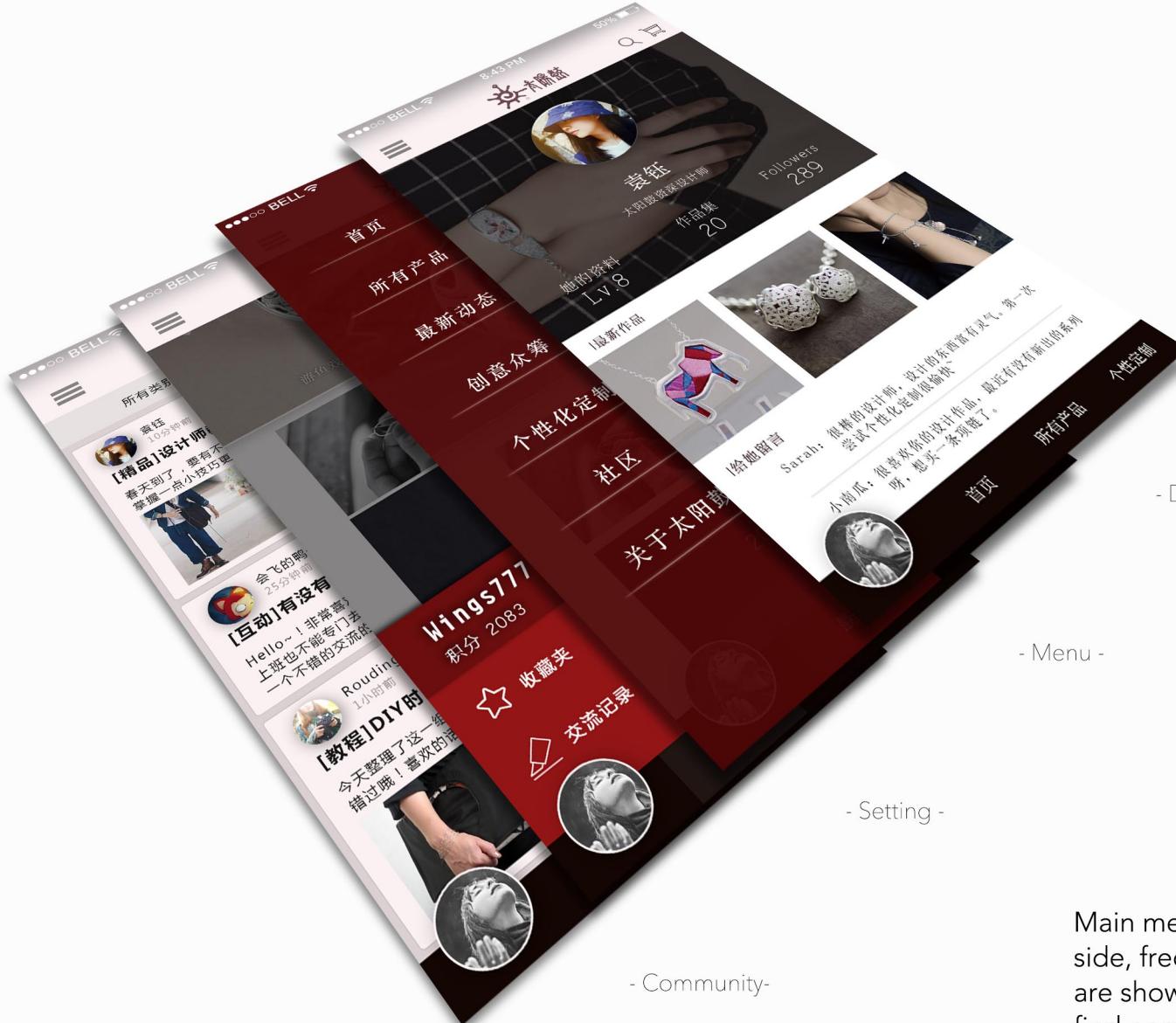
- Crowdfunding -



- Online Design -



- Product -



- Designer Page -

- Menu -

- Setting -

Main menu can slide out in the left side, frequent/recommend functions are showed in the bottom. User can find personal information and setting by touching his image.

# Coursework

## UI & Animation

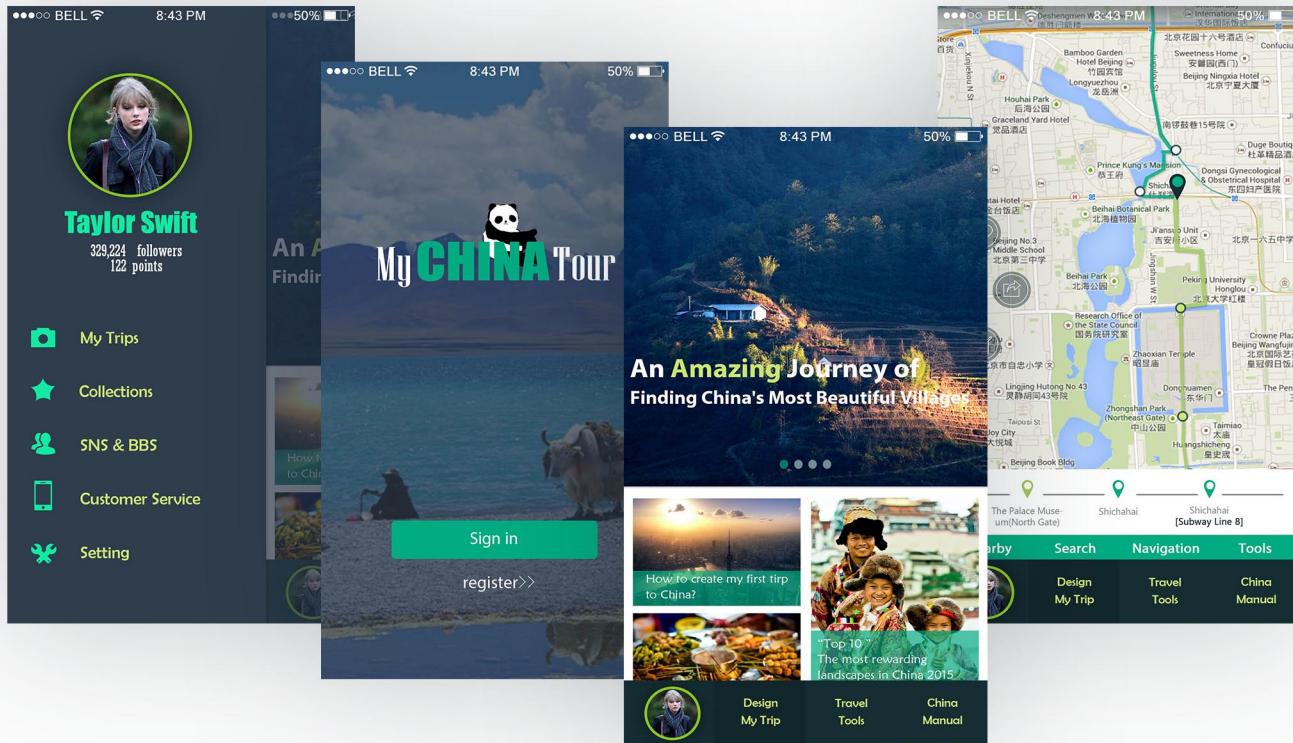
**Field:** Digital Media Design    **Role:** Designer    **Time:** 2014 - 2015 (Sophomore)

**Brief:** Some of my coursework in my undergraduate courses.



# Product Design

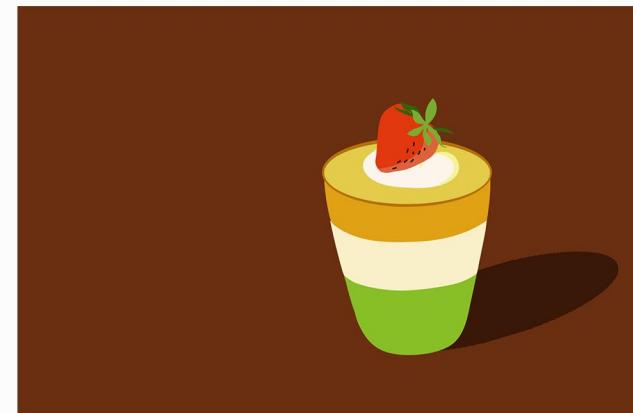
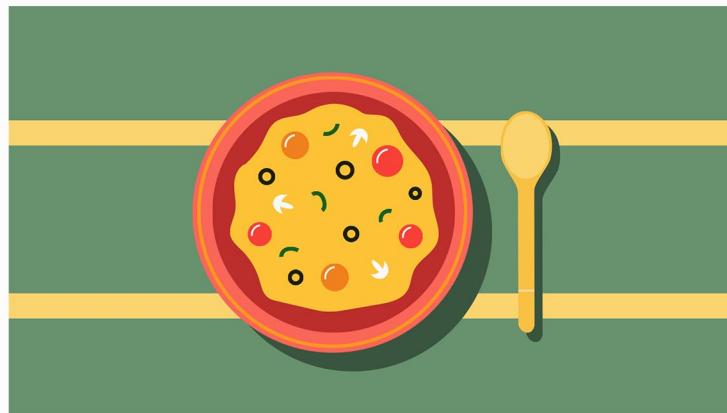
I design a trip guild website & application, which can help self-guided tourist travel conveniently in China.



# Animation

## FOOD CLIP

A motion graphic clip shows transformation between different foods. **Role:** Independent Designer & Producer

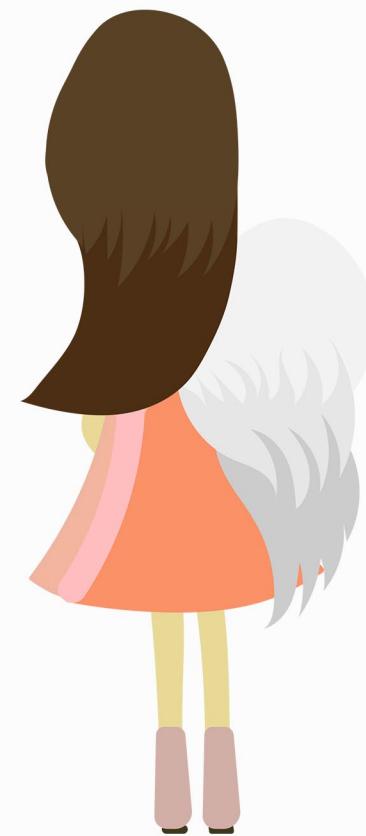


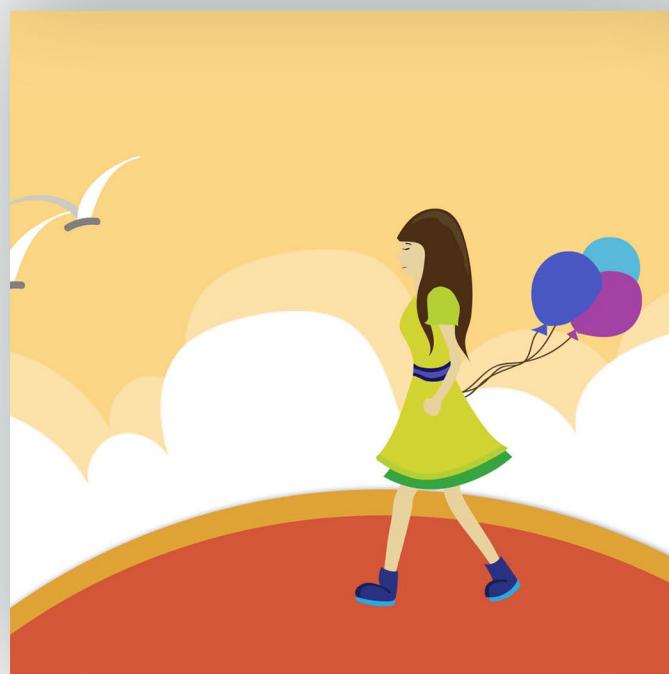
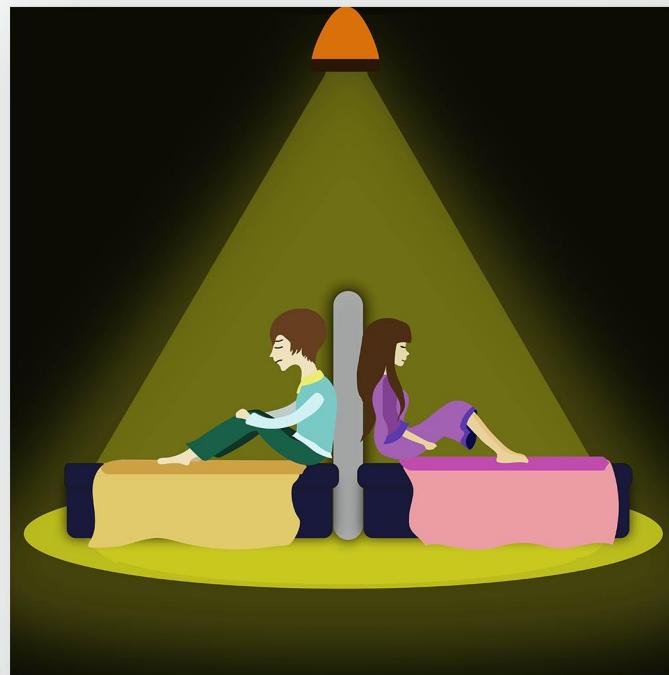
## WINGS



Wings is a short graphic film, tells a sad story about the love between a girl and a boy .

**Role:** Designer & Producer  
(Collaborative work)

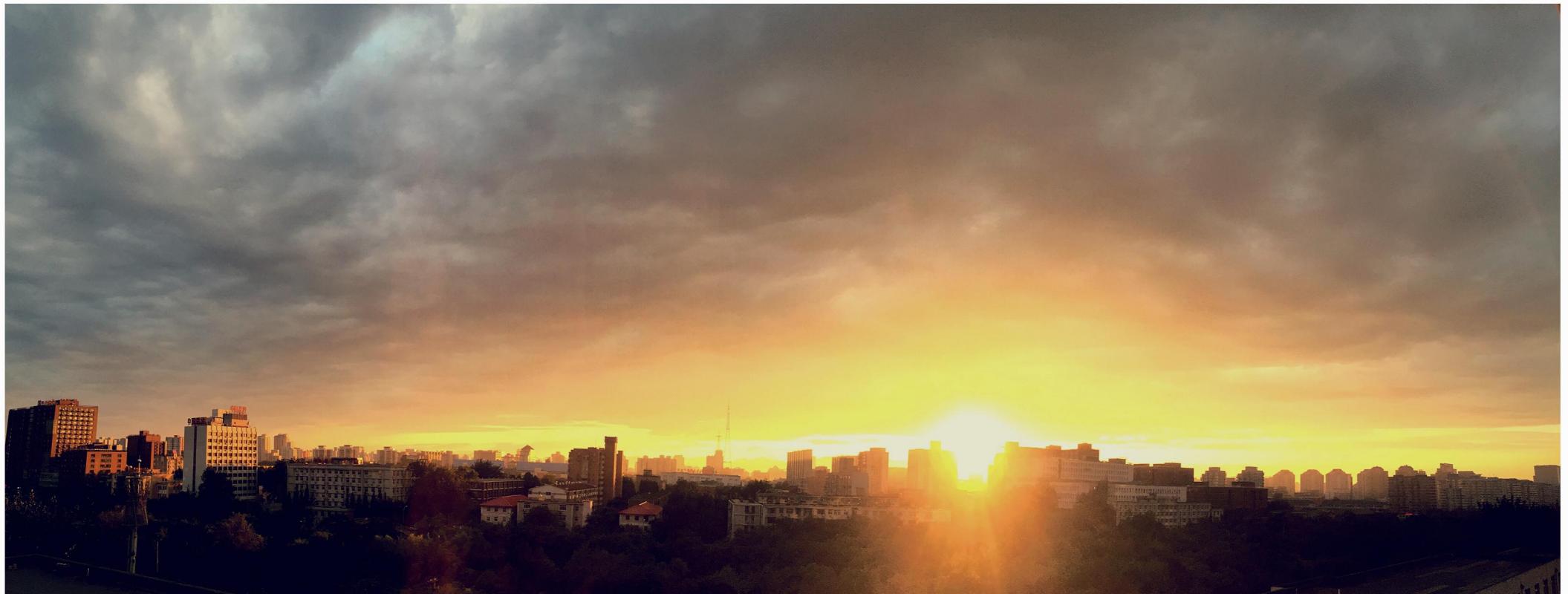




# Other

## Microfilm & Photography

See more of my various creative work, explore the unique and wonderful aspects of my life.



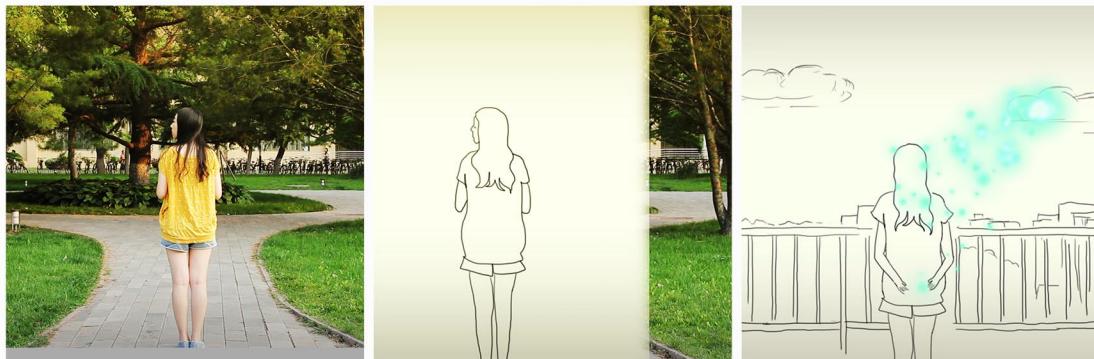
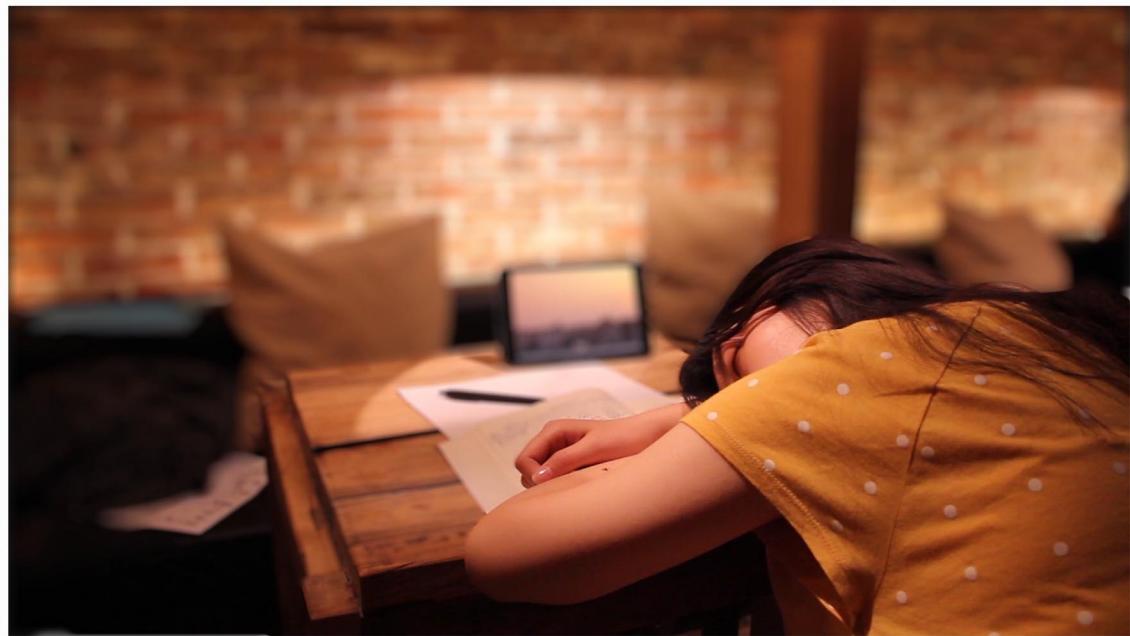
# Microfilm

## TEMPTATION OF HIS MOM

**Field:** Film Editing    **Role:** Director | Screenwriter | Photagrahper | Editor    **Time:** 2015.12

**Brief:** A short campus comedy, compeleted with teamwork.





## THE MAGIC PEN

Everything comes true in the girl's dream, because of the magic pen.

**Time:** 2015.4 - 2015.6

**Role:** Photographer | Effect Artist | Editor  
(Independent Work)

# Photography

Just my hobby of recording great moments by photography.

