

BenjaminLi

Indie Game Developer and Full-Stack Software Engineer

Work Experience

about

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education

**University of California,
Berkeley**

Bachelors of Science,
Electrical Engineering and
Computer Science
2015-2018

programming

Python, C, C#, Java
JavaScript, HTML

technologies

Unity, A-Frame, LibGDX
Node, Express, Postgres
Hexo, Monogame

coursework

Data Structures,
Artificial Intelligence,
Efficient Algorithms and
Intractable Problems,
Machine Structures,
Optimization Models
in Engineering,
Computer Security
(in progress),
Databases (in progress)

05/2017-07/2017	State Farm	Research and Development Intern
	Full-stack work on virtual reality data visualization with A-Frame and Unity in Agile work environment. Used Node with Express to create a REST API with Postgres database back-end	
05/2016-08/2016	UC San Diego	Research Intern
	Link: github.com/TheRealBenjiLi/heatmaps Improved heatmap services by integrating ontology data and presenting hierarchy-based organization for search terms	
01/2016-05/2016	UC Berkeley	Lab Assistant
	Provided support (answer questions/debug circuits) for EE 16A students in lab sessions	
06/2015-08/2015	UC San Diego	Intern
	Implemented statistical analysis using Python to determine relationship between scientific literature and grant dates	

Projects

08/2017-Present	Falcomaster	Sole Creator
	Link: falcomaster.tech Construct supervised learning program to mimic human playstyles for the game Super Smash Bros Melee	
05/2016-08/2016	Benevolence	Sole Creator
	Link: benjili.itch.io/benevolence Developed indie PC game in Java with LibGDX framework Programmed all code, composed all music, and created all art for Benevolence	
01/2016-05/2016	Slip	Co-Creator
	Link: github.com/blushiemagic/Slip Indie bullet-hell PC game in C with Monogame framework	

Organizations and Leadership

01/2017-Present	CSUA	Officer
	Promote social and academic interactions students with computer science interests through tech talks, hackathons, info sessions, and other events	
08/2016-Present	IEEE	Treasurer
	Balance IEEE finances to support IEEE's events, including the biannual Startup Fair, tech talks, info sessions, and internal events	
08/2015-Present	Cal VSA Lion Dance	Education Coordinator and Treasurer
	Prepare performance curriculum, organize events, balance the budget, and perform as part of the team	