

BenjaminLi

Indie Game Developer and 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, Heroku, REST APIs
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	