

# BenjaminLi

Indie Game Developer and Full-Stack Software Engineer

## Work Experience

### about

#### Email:

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#### GitHub:

github.com/TheRealBenjiLi

#### LinkedIn:

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#### Website:

benji.li

#### Phone Number:

(858) 335-9856

### 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  
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	<b>State Farm</b>	<b>Research and Development Intern</b>
	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	<b>UC San Diego</b>	<b>Research Intern</b>
	Link: <a href="https://github.com/TheRealBenjiLi/heatmaps">github.com/TheRealBenjiLi/heatmaps</a> Improved heatmap services by integrating ontology data and presenting hierarchy-based organization for search terms	
01/2016-05/2016	<b>UC Berkeley</b>	<b>Lab Assistant</b>
	Provided support (answer questions/debug circuits) for EE 16A students in lab sessions	
06/2015-08/2015	<b>UC San Diego</b>	<b>Intern</b>
	Implemented statistical analysis using Python to determine relationship between scientific literature and grant dates	

## Projects

08/2017-Present	<b>Falcomaster</b>	<b>Sole Creator</b>
	Construct supervised learning program to mimic human playstyles for the game Super Smash Bros Melee	
05/2016-08/2016	<b>Benevolence</b>	<b>Sole Creator</b>
	Link: <a href="https://benjili.itch.io/benevolence">benjili.itch.io/benevolence</a> 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	<b>Slip</b>	<b>Co-Creator</b>
	Link: <a href="https://github.com/blushiemagic/Slip">github.com/blushiemagic/Slip</a> Indie bullet-hell PC game in C with Monogame framework	

## Organizations and Leadership

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