

Yijia Li

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EDUCATION

Boston University, Boston, MA

Sep. 2021 - May 2025

Bachelor of Arts in Computer Science

Duke University, Durham, NC

Aug. 2025 - May 2027

(Expected)

Game Development, Design & Innovation Master of Engineering

Relevant Courses: Intro to Computer Science, Geometric Algorithm, Probability in Computing, Analysis of Algorithm, Databases, Distributed Systems, Software Engineering, Full Stack Development, Mobile App Development, Tools Data Science

Technical Skills: Python, C#, C++, JAVA, JavaScript, Html, SQLite, Kotlin, Perforce

Certifications: Learn to Make a 2D Platformer Game with Unity & C#(Udemy)

PROFESSIONAL EXPERIENCES

Brokencigs, LLC, New York, NY

June 2024 – August 2024

Game Designer Intern

- Designed two pivotal game mechanics, **Graffiti** and **Voice Recorder**, with **C#** and **Unity**, alongside several supporting features, driving player immersion and narrative engagement in an innovative game project
- Graffiti Mechanic:**
 - Designed an interactive graffiti system integrating 2D and 3D elements to enhance player engagement.
 - Integrated graffiti into the game as both a narrative tool and a puzzle-solving mechanic, reflecting themes of memory and overlooked urban details.
- Voice Recorder Mechanic:**
 - Designed a dynamic mini-game enabling players to record and playback voices, adding an innovative layer of interactivity
 - Aligned the mechanic with the game's overarching narrative, enhancing thematic depth and player engagement through auditory storytelling.

ACADEMIC PROJECTS

Sneaking Out

Aug. 2025 – Dec.2025

- Implemented player locomotion systems (sprint, crouch, jump) using Enhanced Input with state gating for stealth pacing
- Built a throw-to-distract mechanic including animation montage, physics-based impulse, and inventory updates.
- Developed Blueprint gameplay logic with safety checks to prevent conflicting movement states and edge-case bugs

Owl Hunt

Aug. 2025 – Dec.2025

- Designed and implemented a crank-driven hunting game where a single physical input controls aiming, diving, and return movement.
- Implemented invisible dynamic difficulty (prey speed, time length, stamina) to maintain tension without UI menus.

Gravity (Graduate Capstone Project)

Aug. 2025 - Now

- Led a 20 member team in designing and pitching a physics-driven puzzle game built around a gravity gun mechanic.
- Defined the game's core vision and design loop (Curiosity → Experiment → Discovery), and authored the Game Design Document to guide development.
- Coordinated cross-discipline collaboration (design, art, programming) to ensure scope feasibility and cohesive creative direction.