**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, Geoetric Algorithm, Probability in Computing, Analysis of Algorithm, Databases, Distributed Systems, Software Engineering, Full Stak Development, Mobile App Development, Tools Data Science
**Technical Skills:** Python, C#, JAVA, JavaScript, Html, SQLite, Kotlin, Go, Unity
**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

**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 (black holes & white holes).
- 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.

**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.