

# Ji-An Andrew Li

## Personal

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*Passionate technologist and developer looking for job in a technology company.*

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**Projects:** <http://github.com/andrewjli>

## Education

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### Masters of Engineering (MEng) in Computer Science

*University College London, London, UK – September 2010 to June 2014 (expected); Expecting 1<sup>st</sup> Class Honours*

**Masters Project – Manipulation of 3D Swept Surfaces in a Virtual Environment** (*supervised by Prof. Anthony Steed*)

- Exploring the creation and manipulation of 3D swept curves with the usage of a tablet within virtual environments
- Utilising the CAVE (Cave Automatic Virtual Environment) system and the Unity3D game engine

**Third Year Group Project – TravelSmart London** (*supervised by Dr. Licia Capra*)

- **Technical Director** of a project proposed by **Intel Collaborative Research Institute for Sustainable Connected Cities**
- Led a five-man team, conducted research into transportation information systems, qualitative information crowdsourcing potential
- Developed a server-side Node.js API with MongoDB and a companion Android mobile application
- Improved teamwork and leadership skills, Node.js and Java abilities and knowledge on REST APIs, data processing and Google APIs

**Specialisations:** Virtual Environments, Computer Graphics, Security, Cryptography, Operating Systems, Functional Programming

### International Baccalaureate Diploma and IGCSE/GCSE

*Sha Tin College, Hong Kong – September 2003 to May 2010*

**IB Diploma:** 36 points, *Japanese* (ab initio) – 7; *Information Technology in a Global Society* (Higher) – 6; *Physics* (Higher) – 6; *Mathematics* (Higher) – 5; *Chemistry* (Standard) – 5; *English A1* (Standard) – 5

**IGCSE:** *Coordinated Sciences* – A\*A\*; *Mathematics* – A\*; *English Lang.* – A; *English Lit.* – B; *Business Studies* – B

**GCSE:** *Information Communication Technology* – A\*; *Mandarin* – A\* (top 10 in world); *Music* – A

**Awarded Sha Tin College PTA Award** for Outstanding Support for the wider school community in ICT

## Work Experience

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### Subtitle Editor and Translation Checker at Pied Piper / DIRECTIONS / Studio Rikka

*London, UK – February 2014 (Volunteer)*

- Proofread and checked the translations for the English subtitles of the official international Blu-ray release of the movie “Time of Eve”
- Submitted a detailed report on translation and grammar issues on a tight deadline

### Localisation and Marketing Intern at Nyu Media Ltd.

*London, UK – May 2013 to August 2013*

- Handled translation of game manuals from Japanese to English and checking of translation for supporting materials
- Created marketing materials, including manuals and Steam Trading Cards for *Fairy Bloom Freesia* and *ETHER VAPOR Remaster*
- Improved creative design, professional translation and marketing skills. Gained further insight into game localisation and marketing

### Intern at Dealogic Asia-Pacific Ltd.

*Hong Kong – June 2012 to August 2012*

- Performed client research and contact on behalf of major financial institutions concerning FINRA Rule 2111
- Processed reports filed by companies with the Japanese Ministry of Finance (EDINET) to generate holdings reports for clients
- Improved ability to work under pressure, data handling and processing and person-to-person communication skills

### Translation Intern at Nyu Media Ltd.

*London, UK – May 2012 to July 2012*

- Handled translation of in-game text and manuals for games from Japanese to English
- Created and typeset English language versions of translated manuals
- Improved creative design and professional translation skills, and gained insight into the game localisation industry

### Public Relations Officer & Website Developer and Admin for Aid for Japan

*London, UK – January 2012 to March 2012 (Volunteer)*

- Handled publicity, communications, and website creation for a small event that drew over 300 attendees and raised about £4,000
- Improved communication, leadership and web design/creation skills

### Research Assistant at the Internet and Mobile Computing Lab, Hong Kong Polytechnic University

*Hong Kong – July 2011 to August 2011*

- Assisted a research team in research of Heterogeneous Advanced Wireless Network technology and mobile sensor networks
- Improved research, critical and analytical thinking, presentation skills and learned about wireless networks

## Personal Projects

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### Beat to Death (“Seizure Inducer 2K4”)

UCL Game Jam – March 2014

C++, Cocos2D-x, Box2D

- A 2D rhythm-based puzzle platformer game written in less than 48 hours by two people
- Written in C++ using the Cocos2D-x game engine and Box2D physics engine
- Parses Stepmania Simfiles located in a directory and generates levels based on aspects of the song
- Gameplay and visual elements are dependent on the BPM (beats per minute) of the song

### Make It Happen

HackKings – February 2014

Python, Flask, SQLite, SQLAlchemy, Jinja2, HTML, CSS

- A web platform intended to fill a niche for developers who need to build a portfolio made in 24 hours by a team of four people
- Written in Python using the Flask development framework
- Uses SQLAlchemy for relational database modelling and Jinja2 as the templating engine
- Website templates written in modified HTML and uses the Twitter Bootstrap CSS library for design

### About Time

Global Game Jam – January 2014

Unity3D, C#

- A first-person puzzle platformer that revolves around controlling “time” made in 48 hours by a team of four people
- Written in C# using the Unity3D game engine
- Level puzzles mostly designed by myself

### UniLink

UCL Hackathon – October 2013

Node.js / JavaScript, MySQL, Java, Android, Twitter API

- A web API and Android app intended to facilitate social interactions made in 24 hours by two people
- Server API written in Node.js / JavaScript with MySQL and Android app written in Java
- Uses the Twitter OAuth 1.0A API (v1.1)

## Skills and Activities

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<b>Languages</b>	Native <i>English</i> , Fluent spoken <i>Mandarin</i> , Professional level <i>Japanese</i> , and Conversational <i>Cantonese</i>
<b>Web Design</b>	Familiar with <i>HTML</i> , <i>CSS</i> and <i>JavaScript</i> . Experienced in designing, creating and maintaining websites
<b>Programming</b>	Experience with <i>Java</i> , <i>C</i> , <i>C++</i> , <i>C#</i> , <i>XAML</i> , <i>Node.js</i> , <i>Python</i> and <i>Miranda</i> . Mostly Language agnostic Used Frameworks like <i>Flask</i> and <i>Express.js</i> as well as Game Engines like <i>Unity3D</i> , <i>Cocos2D-x</i> and the <i>Box2D</i> physics engine
<b>Technologist</b>	Early adopter and Backer of many new technologies like the <i>Oculus Rift</i> , <i>Leap Motion</i> , <i>Haptix</i> , and more.
<b>Beta Tester</b>	<b>Software:</b> Twitter for Android, Swype, Minuum, Ghost <b>Games:</b> Star Wars: The Old Republic, Halo: Reach, Final Fantasy XIV: ARR, SimCity (2013), Planetary Annihilation
<b>Music</b>	Piano Grade 5 and Theory Grade 5 & played percussion in school orchestra for many years
<b>Sports</b>	Casual Kendo (Japanese sword martial art) practitioner, Basketball player and occasional Snowboarder. <i>Hong Kong Award for Young People</i> (formerly <i>Duke of Edinburgh’s Award</i> ) Bronze and Silver levels