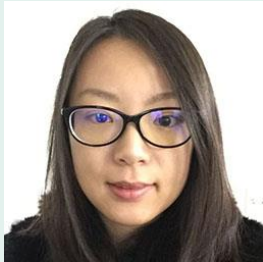


HEFANG LI

SOFTWARE DEVELOPER

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TECHNICAL EXPERIENCE

Multiplayer Mobile Card Game | (2014.08 – 2014.11)

Built a multiplayer Android game using Wi-Fi. Implemented client-server communication model for matchmaking and message exchanging.

Spongebob Mobile Game | (2014.10)

Created a full-fledged iOS game derived from classic Break Brick mobile game.

3D Rendering Library | (2014.08 – 2014.11)

Implemented the building blocks of a 3D rendering library. Rendered a 3D teapot with textures, shading and anti-aliasing.

Unix TCP/UCP socket programming | (2013.11)

Built client, resource server and directory server sides and simulated resource-discovery and file-sharing processes using both TCP and UDP.

Mini "Unix System V" kernel | (2013.09 – 2013.11)

Implemented the building blocks of kernel operating system including threading library, virtual file system and virtual memory.

PROFESSIONAL SKILLS

MOBILE DEVELOPMENT

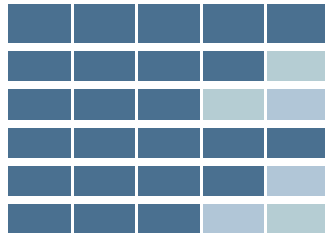
WEB DEVELOPMENT

LINUX

OBJECTIVE-C

JAVA

C



WORK EXPERIENCE

DIRECTED RESEARCHER | (2015.01 – present)

USC GAME PIPE

Explored multiplayer mobile game on iOS platform using bluetooth and wi-fi technology under professor Micheal Zyda.

MOBILE DEVELOPER | (2014.08 – 2014.10)

CPH ORIGINALS

Developed an iOS App for the social shopping market based on Instagram platform individually.

EDUCATION

MASTER OF COMPUTER SCIENCE | (2013 – 2015)

UNIVERSITY OF SOUTHERN CALIFORNIA

BACHELOR OF ELECTRICAL ENGINEERING | (2009 – 2013)

HUAZHONG UNIVERSITY OF SCIENCE AND TECHNOLOGY