**YOUCHUN LI**

**ABOUT HIM**

Youchun Li, (or Jayson Li in English),  
was born on Jan 9th, 1985,  
and lives in Shanghai, China.

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**EDUCATION**

* Bachelor of Computer Since and Technology,  
  [Hunan Institute Of Science And Technology](http://www.hnist.cn/)  
  *graduated in Jun, 2009*
* Language Certificate:
  + IELTS (Academic) Overall Band Score: 6.5  
    *obtained in Aug, 2015.*

**OBJECTIVE/INTERESTS**

* Goal in 2016:
  + Mobile(iOS) devel. and/or
  + Web(full stack) devel. and/or
  + In-depth graphics exploring. and/or
  + As a manager lead a small scrum team. and/or
  + An opportunity working/living aboard. and/or
  + High level design architect devel. and/or
  + System low level devel, such like:
    - memory allocation.
    - performance improvement.
    - computing job/task scheduling.
    - parallel/concurrency.
  + And/or could touch one or more new languages(to me) below:
    - Go
    - Swift
    - Ruby

All the fields listed above are the ones I'm not familiar with too much, **but that's the reason** why I'm so into them recently. Feed me.

And,

* + Would like work under Mac OSX / Unix-like OS.

**EXPERTISE/HIGHLIGHTS**

* Uses C/C++, C#, Lua, Python, Js/h5/css3, Bash/fish, (well and) Markdown as daily skills.
* Uses *bash/fish + vim-like editor + git* as daily developing toolchains.
* Used to focus on OpenGL/DX, [general (realtime/offline) graphics knowledge](http://www.cnblogs.com/lookof/category/220911.html).
* Tried AngularJS, Node, Swift Language for a while before.
* Playing with Tornado, MongoDB right now in my toy project: [LinWords](https://github.com/jay7n/LinWords)

**WORK EXPERIENCES**

**Python/MaxScript Integration for 3ds Max, 3ds Max Team, Autodesk.**

*2015.4 - 2016.2*  
*Tech involved: C/C++, Python, Maxscript, Scintilla editing component.*

* Implemented a mechanism on its "script listener" UI that allows the user to switch between *python* and *maxscript*modes easily. undo/redo feature supported. [Read more...](https://github.com/jay7n/abouthim/blob/master/WORKEXP.md#3dsmax_adsk_1)
* Translated *maxscript*'s ["Context Expressions"](http://help.autodesk.com/view/3DSMAX/2016/ENU/?guid=__files_GUID_E672728A_EE15_4197_9EDD_487781167B01_htm) to the *python*'s counterpart using its "with-yield" statement. [Read more...](https://github.com/jay7n/abouthim/blob/master/WORKEXP.md#3dsmax_adsk_2)

And,

* I took the IELTS exam in Aug, 2015 and gained a overall band score of 6.5.

**Stingray Editor Development for Stingray game engine, Game Group Team, Autodesk.**

*2014.4 - 2015.4*  
*Tech involved: C#, C++, QT, Chromium-CEF, AngularJS/Bootstrap, javascript/html5/canvas/css3.*

* Integrated Autodesk in-house products to Stingray Editor. [Read more...](https://github.com/jay7n/abouthim/blob/master/WORKEXP.md#stingray_adsk_1)
* Implemented the *Progress Bar* widget for Stingray Editor. [Read more...](https://github.com/jay7n/abouthim/blob/master/WORKEXP.md#stingray_adsk_2)
* Implemented the *Color Picker* Panel for Stingray Editor. [Read more...](https://github.com/jay7n/abouthim/blob/master/WORKEXP.md#stingray_adsk_3)

And,

* During this stage I've been learning English by myself, targeting IELTS.

**Beast Lighting Renderer Integration for MayaLT, Game Group Team, Autodesk.**

*2013.10 - 2014.4*  
*Tech involved: C++, Graphics knowledge*

* Implemented Tessellation Lighting Map for Displacement Map of MayaLT. [Read more...](https://github.com/jay7n/abouthim/blob/master/WORKEXP.md#beast_adsk)

**Feature Development for Flame/Smoke, Creative Finishing Team, Autodesk.**

*2011.2 - 2013.10*  
*Tech involved: C++, Scons, gdb, Linux devel platform, Graphics knowledge*

* Fixed a series of tangled bugs resulting from "Reeler" UI positioning bias of Flame. [Read more...](https://github.com/jay7n/abouthim/blob/master/WORKEXP.md#flame_adsk_1)
* Investigated a memory management issue for Flame/Smoke. [Read more...](https://github.com/jay7n/abouthim/blob/master/WORKEXP.md#flame_adsk_2)
* Implemented [*Action Replica Node*](https://knowledge.autodesk.com/search-result/caas/CloudHelp/cloudhelp/2016/ENU/Flame/files/GUID-0E1E86A5-310B-4F1F-A9C1-97E64A896AAB-htm.html) for Flame. [Read more...](https://github.com/jay7n/abouthim/blob/master/WORKEXP.md#flame_adsk_3)

**3D Feature Devel for Mobile Games, 3D R&D Team, IN-FUN Corp.**

*2010.10 - 2011.2*  
*Tech involved: C Language, a 3D game engine made in-house, Graphics knowledge.*

* Developed a lightweight 3D game running on a MTK mobile platform. [Read more...](https://github.com/jay7n/abouthim/blob/master/WORKEXP.md#3d_infun)

**Feature Devel for NetGames, Client-side Team, ShenXue Corp.**

*2010.4 - 2010.10*  
*Tech involved: C++, Ogre 3D.*

* Attended 3D game logic development.
* Sorry I can't recall too much details since so a long time has passed :(

**Boot Camp Training, 3D R&D Team, Ourgame Corp.**

*2009.7 - 2010.4*  
*Tech involved: C++, Ogre 3D.*

* Fixed bugs, touched Ogre 3D as well as general graphics knowledge.
* Sorry I can't recall too much details since so a long time has passed :(

**TASTE**

* Mac OSX / Unix-like OS fans. anti-Windows.
* Editor(emacs/vim/sublime/atom) + Command-line(bash/fish) fans. anti-IDE.
* Favorite sites:
  + [github](https://github.com/),
  + [stackoverflow](http://stackoverflow.com/),
  + [hacker news](https://news.ycombinator.com/news),
  + [知乎](https://www.zhihu.com/),
  + [IPN](http://ipn.li/),
  + [xkcd](http://xkcd.com/)
* Hobbies: working out, playing guitar, brewing coffee.