

# YOUCHUN LI

## ABOUT ME

Youchun Li, (or Jayson Li in English), was born on Jan 9th, 1985, and lives in Shanghai, China, with 8 years developing experiences.

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## EDUCATION

- Bachelor of Computer Science and Technology, [Hunan Institute Of Science And Technology](#) graduated in Jun, 2009
- Language Certificate:
  - IELTS (Academic) Overall Band Score: 6.5 *obtained in Aug, 2015.*

## SKILL SET

- **Languages:** Javascript(ES6), Html5, Css3; Php, MariaDB; C++, C, ObjC; Shader; Lua, Python
- **Librares:** Lodash, JQuery, WebGL; STL, OpenGL;
- **Frameworks:** React, Redux, Vue, PlayCanvas; Node/Express, CodeIgniter; Ogre; Tornado;
- **Tools:** Webpack; Git; Fish; Atom Editor(with vim plugin)

And, a little more about EXPERTISE EXPERIENCES:

- Exploring WebGL and PlayCanvas game engine (based on WebGL) in recent projects.
- Focusing on ES6, React/Redux/Vue, Webpack and Nodejs tech stack as the main skill set in recent 2 years.
- C/C++ was the main skill for past 5 years.
- Used to focus on OpenGL/DX, [general \(realtime/offline\) graphics knowledge](#).
- Tried AngularJS, Node, Swift Language for a while before.
- Used to play with Tornado, MongoDB in my toy project: [LinWords](#)
- Uses *Fish* + *Atom editor(with vim plugin)* + *Git* as developing toolchains.

# WORK EXPERIENCES

## **PlayCanvas Web 3D Engine Exploring, Frontend Team, Rayion Tech Startup.**

2017.7 - now Tech involved: Javascript(ES6), WebGL, PlayCanvas, Webpack, Graphics

- Integrate 3D Effect/Data from in-house 3D Engine RayVR to [PlayCanvas](#).

## **Created in-house Framework "Catzillar" (based on KRPano) to fulfill Panorama Functionality for web browsing purpose, Frontend Team, Rayion Tech Startup.**

2016.4 - 2017.7 Tech involved: Javascript(ES6), React, Redux, Webpack, Lua, C/C++, KRPano

- Created and maintained [Catzillar](#) in-house framework(as the author), which is used to create web panoramagram website easier and more powerful and flexible, as well as to bridge the panoramagram effect from in-house RayVR 3D desktop engine to the web frontend.
- As the frontend team lead manage the developing tasks(based on Scrum), and developed a variety of web-side panoramagram projects using in-house **Catzillar** framework.

## **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.
- Translated *Maxscript*'s ["Context Expressions"](#) to the *Python*'s counterpart using its "with-yield" statement.

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 services to Stingray Editor.
- Implemented the *Progress Bar* widget for Stingray Editor.
- Implemented the *Color Picker* Panel for Stingray Editor.

And,

- During this stage I kept 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.

## **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" Widget positioning bias of Flame.
- Investigated a memory management issue for Flame/Smoke.
- Implemented [Action Replica Node](#) for Flame.

### **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.

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

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

- Attended 3D game feature 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 :(

## **OBJECTIVE/INTERESTS**

- Goal in 2017/2018:
  - Web(full stack) devel. and/or
  - In-depth graphics exploring. and/or
  - As a team lead runs a small scrum team. and/or
  - An opportunity working/living aboard. and/or
  - Engineer-Oriented 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, Lisp, Ruby

## **TASTE**

- Editor(emacs/vim/sublime/atom) + Command-line(bash/fish) fans.
- Favorite sites:
  - [GitHub](#),
  - [stackoverflow](#),
  - [Hacker News](#),
  - [知乎](#),
  - [IPN](#),
  - [xkcd](#).
- Hobbies: working out, playing ukelele/drum, post-rock genre, meditating, exploring cities, brewing coffee.

Visit <http://me.liyo.site> to know more about me