

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](http://www.hnist.cn)
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
- **Libraries:** 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; Integration with in-house 3D Engine RayVR, Frontend Team, Rayion Tech Startup.

2017.7 - now

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

- TEST

Created Catzillar Framework (based on KRPano) to fulfill Panorama Functionality for web browsing purpose, Frontend Team, Rayion Tech Startup.

2016.4 - 2017.6

Tech involved: Javascript(ES6), React, Redux, Lua, Webpack, KRPano

- Test

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...]
(`javascript:ReadMoreInBlank('catzillar/cat.md?lang=cn')`)
- 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...]
(`javascript:ReadMoreInBlank('WORKEXP.md?lang=en#3dsmax_adsk_1')`)
- Translated *Maxscript*'s

`guid=__files_GUID_E672728A_EE15_4197_9EDD_487781167B01_htm" target="blank">`
"Context Expressions" `` to the `_Python`'s counterpart using its "with-yield" statement.
[Read more...](javascript:ReadMore('WORKEXP.md?lang=en#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 services to Stingray Editor. [Read more...]
(javascript:ReadMore('WORKEXP.md?lang=en#stingray_adsk_1'))
- Implemented the *Progress Bar* widget for Stingray Editor. [Read more...]
(javascript:ReadMore('WORKEXP.md?lang=en#stingray_adsk_2'))
- Implemented the *Color Picker* Panel for Stingray Editor. [Read more...]
(javascript:ReadMore('WORKEXP.md?lang=en#stingray_adsk_3'))

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. [Read more...]
(javascript:ReadMore('WORKEXP.md?lang=en#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" Widget positioning bias of Flame.
[Read more...](javascript:ReadMore('WORKEXP.md?lang=en#flame_adsk_1'))

- Investigated a memory management issue for Flame/Smoke. [Read more...]
([javascript:ReadMore\('WORKEXP.md?lang=en#flame_adsk_2'\)](#))
- Implemented <https://knowledge.autodesk.com/search-result/caas/CloudHelp/cloudhelp/2016/ENU/Flame/files/GUID-0E1E86A5-310B-4F1F-A9C1-97E64A896AAB-htm.html> > Action Replica Node _ for Flame. [Read more...]
([javascript:ReadMore\('WORKEXP.md?lang=en#flame_adsk_3'\)](#))

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...]
([javascript:ReadMore\('WORKEXP.md?lang=en#3d_infun'\)](#))

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:
 - <https://github.com/> GitHub ,
 - <http://stackoverflow.com/> stackoverflow ,
 - <https://news.ycombinator.com/news> Hacker News ,
 - <https://www.zhihu.com/> 知乎 ,
 - <http://ipn.li/> IPN ,
 - <http://xkcd.com/> xkcd .
- Hobbies: working out, playing ukelele/drum, post-rock genre, meditating, exploring cities, brewing coffee.