**Wenshuo Li**

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https://github.com/liDavidM21

EDUCATION

##### University of Toronto Toronto, Ontario

Bachelor of Science in Computer Science 3.48/4.0 2017-09 - Present

* 2018 Summer & 2019 Winter Dean’s List Scholar
* Louis Savlov (Uc'37) Scholarships In Sciences And Humanities At University College
* University College Special Admission Scholarships
* : Multivariable Calculus, Linear Algebra
* : Statistic for Computer Science
* **Computer Science**: Software Design, Visual Computing, Algorithm Design and Complexity, Data Structure and Analysis, System Programming, Computer Organization
* **Programming Language**: Python, Java, C, C++, C#, OpenCV, Verilog, HTML, CSS, JavaScript, React
* **Others**: Unity, Android Studio, Git, Linux Shell Commands.

EXPERIENCE

##### University of Toronto Toronto, Ontario

*Research Assistant – Supervised by Prof. Steve Engels*04/2018 – 08/2018

* **Game Design**: Developed an educational video game using Unity that aimed at helping high school students to learn their challenging STEM subjects.
* **Conducting Playtests**: Playtested our game with high school students and full-time game developers to improve the game with design changes.
* **Data Analysis**: Analyzed data gathered through playtests to finalize the key design elements of an effective educational video game in support of the professor’s research.

PROJECTS

##### Game Center - Gaming Platform with Android Studio

https://github.com/liDavidM21/Game-Center11/2018 – 02/2019

* **Mobile App Development**: Developed, using OOP, an account management/score tracking feature of a game center app with Android Studio.
* **Version Control**: Managed the group’s Git repository and resolved major merge conflicts.

##### Reflect, Refract, Escape – Educational Game with Unity

https://github.com/StewEsho/Reflect-Refract-Escape04/2018 – 08/2018

* **Level Design**: Designed and implemented levels of a 2D co-op puzzle game made with Unity that helps to educate the players about high school physics. Teachers intend to use this game as a teaching tool in high school physics class.
* **Game Mechanic Design**: Designed a numbers of collaborative game mechanics in order to integrate jigsaw learning technique into the game.

##### Image Inpainting – Image Reconstruction Tool with OpenCV

https://github.com/liDavidM21/Image-Inpainting02/2018 – 04/2018

* **Computer Vision**: Participated in creating a tool that removes selected objects from a picture. Responsible for implementing, using OpenCV and NumPy, three core functions that find the best substitute for the missing pixel.

ADDITIONAL INFORMATION

* : English, Mandarin Chinese
* : Game Design, Computer Vision, Web Development