

# Yunlin Li

Mobile: 07900918268, Email: [ling428lyl@gmail.com](mailto:ling428lyl@gmail.com), GitHub: [ling428lyl \(github.com\)](https://github.com/ling428lyl)

## SUMMARY

A versatile and creative game designer/developer skilled in Unity, Maya and related VR/AR technologies, with a foundation in Network Engineering and a Master's in Immersive Technologies. Demonstrated ability to integrate both creative and technical aspects of game design and game art within various experience in VR & AR development, game design & development, 3D modeling & animations and web development.

## EDUCATION

### University of Bristol

09/2023-12/2024

*Master of Science in Immersive Technologies (Virtual and Augmented Reality)*

Predicted Grade: 65

- Core Modules: Virtual Environment Design, Immersive Interaction and Audio Design, Augmenting the Real World, Immersive Games Design and Production

### Guangzhou University

09/2019-06/2023

*Bachelor of Engineering in Network Engineering*

Grade: 88

- Core Modules: Database Principles, Data Structures, Object Oriented Programming (C++), Web Application Technology, Software Engineering, etc.

### Online Course: Creative Programming for Digital Media & Mobile Apps

06/2022-08/2022

*Organised by Goldsmiths, University of London*

Grade: 90

## SKILLS AND COMPETENCIES

**Skills:** Unity, Maya, Procreate, RealityCapture, Photoshop, C#, HTML, CSS, JavaScript, Vue.js, Node.js, MongoDB, MySQL, C++.

**Awards:** Guangzhou University 3<sup>rd</sup> Prize Scholarship (2019-2020 & 2021-2022).

**Language:** Native in Cantonese & Mandarin; English (IELTS-7.0).

## PROJECT EXPERIENCE

### VR Graffiti Stealth Game

06/2024-08/2024

*Participant, Coursework of Creative and Immersive Project (Postgraduate Graduation Project)*

- Designed all aspects of the game (e.g. mechanics, narratives and levels) with the other member.
- Created different animations, poses and trigger logics of the VR hand models according to different interactions.
- Implemented UI design, spray cans interactions and the paint mechanic using VR techniques in Unity. Used Behaviour Tree to implement the AI behaviours.

### AR Application of Children Story Book

02/2024-04/2024

*Participant, Coursework of Augmenting the Real World (68/100)*

- Designed the UI and Created the first scene of *The Gruffalo* story in Unity using AR techniques (e.g. tracking, raycast, light estimation, etc.).
- Used RealityCapture to create the virtual 3D model of the character and created the animation in Maya.
- Ensured the scene cohesion and demonstrated the application with other teammates.

### VR Zombie Survival Shooting Game

02/2024-04/2024

*Participant, Coursework of Immersive Games Design and Production (64/100)*

- Designed and implemented the game in Unity with teammates (version control and feature integration in GitLab).
- Implemented the game tutorial and UI design. Created different animations, poses and trigger logics of the VR hand models according to different interactions.

### VR Symphonic Planets Interactive Experience

02/2024-04/2024

*Participant, Coursework of Immersive Interaction and Audio Design (65/100)*

- Designed the realistic materials, particle effects of the element balls and set terrain generation in the main planet

according to different elements in the game.

- Used different instruments to compose the soundtracks based on the traits of the element balls in the game.

### **Virtual Environment Design of a Tea Shop**

**10/2023-12/2023**

*Coursework of Virtual Environment Design (70/100)*

- Took reference pictures and modelled a virtual environment in Maya, to accurately recreate a tea shop in Bristol.
- Modelled the furniture, decorations and plants, applied textures and designed lighting of the environment.

### **Campus lost and found mini-program design and implementation**

**01/2023-04/2023**

*Personal Undergraduate Graduation Project (85/100)*

- Understood relevant topics and research. Analysed feasibility and requirements of the system and designed the functional modules, interface and database.
- Implemented various functions (e.g. login, upload & post, classify, search, comment, etc.) of the mini-program and the backend management system using Vue.js, Node.js, MongoDB, JavaScript etc.

### **Industry Practice Project Computer Science Track**

**02/2022-03/2022**

*Part-time Assistant (Remote), Tencent Video, Platform and Content Group*

- Communicated with the supervisor to understand the business requirements and clarify job responsibilities.
- Assisted in optimising the algorithm efficiency. Conceptualised the problems into data structures with C++, simulated real-world data processing and designed algorithms to enhance computing efficiency.

## **INTERNSHIP EXPERIENCE**

### **Agricultural Bank of China (Guangzhou Branch)**

**09/2022-10/2022**

*Front-end Development Intern*

- Collaborated with team (version control in SVN) to complete an E-commerce management system based on Vue.js, discussed with the product manager to determine the project requirements and overall project design.
- Designed static webpages and programmed interfaces for front-end and back-end interactions, implemented and improved the functionality in the requirements and tested the project.

### **Guangdong Planning and Designing Institute of Telecommunications Co., Ltd No.2 Branch**

**07/2022-09/2022**

*Front-end Development Intern*

- Produced front-end pages (e.g. order management, product management, etc.).
- Used different JavaScript frameworks based on the current project (Vue and React), cooperated and communicated with the back-end personnel to conduct large-screen data visualisation and displayed the data dynamically, which improved the efficiency of business decision-making.

## **CREATIVE PRACTICE**

### **Design of the Guangzhou University Postgraduate Admission Letter**

**04/2022**

- Designed and produced a creative work of postgraduate admission letter in Procreate and Photoshop, including the envelope based on the traits of the campus and the city culture.

### **Colour 60-day Challenge Vol.8**

**03/2022-05/2022**

- Completed one colour painting each day in Procreate and Photoshop. Learnt about colour theories and analysed different photographers' works & masterpieces.