

Yunlin Li

Mobile: 07900918268, Email: ling428lyl@gmail.com,

GitHub: [ling428lyl \(github.com\)](https://github.com/ling428lyl), Portfolio Website: <https://yunlinli-portfolio-website.netlify.app/>

SUMMARY

A versatile and innovative developer grounded in a foundation in Network Engineering and a Master's in Immersive Technologies. Skilled in designing and implementing interactive applications, alongside various experience in VR & AR development, game design & development, web development and 3D modelling & animations. Demonstrated ability to integrate both artistic and technical aspects to solve complex development challenges, with an aptitude for problem-solving and multidisciplinary collaboration.

EDUCATION

University of Bristol

09/2023-12/2024

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

Grade: 67 (Merit)

- 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 (2:1)

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

SKILLS AND COMPETENCIES

Skills: C#, C++, Unity, Maya, HTML, CSS, JavaScript, Git, SVN.

Awards: Guangzhou University 3rd Prize Scholarship (2019-2020 & 2021-2022).

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

PROJECT EXPERIENCE

VR Graffiti Stealth Game

06/2024-08/2024

- 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

- 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

- Designed and implemented the game in Unity with teammates (version control 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

- 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.

Virtual Environment Design of a Tea Shop**10/2023-12/2023**

- Took reference pictures and modelled a virtual environment in Maya to 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**

- 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.

Creative Programming for Digital Media & Mobile Apps**06/2022-08/2022***Online Course Organised by Goldsmiths, University of London*

- Developed dynamic audiovisual applications, user experiences, and physics-based games integrating sound, graphics and interaction in Processing, using JavaScript and Box2D physics engine.

INTERNSHIP EXPERIENCE**Agricultural Bank of China****09/2022-10/2022***Front-end Development Intern*

- Collaborated with a 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**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.

Tencent Holdings Limited**02/2022-03/2022***Part-time Assistant in 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.