

Justin Li

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Education

Georgia Institute of Technology

Bachelor's Degree, Computer Science

August 2018 - Current

Lexington High School, Lexington, MA

June 2018

Relevant Coursework: AP Computer Science, CS 1331 (in progress)

Work Experience

KTByte Computer Camp

Teacher and Web Developer (Jul - Aug 2018)

Mentored computer science students and developed curriculum for independent courses. Improved upon the company landing page and created a new Press Page.

Harvard Smithsonian (Minor Planet Center)

Web Developer (Summer 2016)

Revitalized the Minor Planet Center website and developed a user-friendly website to allow users to access the MPC database.

Projects

Unity Game Development

Dashing Dino (Jul - Aug 2018)

Experimented with 3D design and created an endless obstacle game.

<http://bit.ly/DashingDino>

<http://bit.ly/DashingDinoDesktop>

Tower of Babel (Aug 2017 - Feb 2018)

Designed a 2D exploration game based on the short story, "Tower of Babylon," by Ted Chiang.

<http://bit.ly/TofBabel>

Fat Man (Summer 2017)

Developed a 2D platformer game for Android devices about eating food.

<http://bit.ly/FatManJ>

Rainbow Fish (Aug - Dec 2015)

Created a fish simulation app for Android devices.

<http://bit.ly/RainbowFishJuice>

Skills

Programming

Java, C#, C++, Python

Web Development

HTML, CSS, JavaScript, Node.js, PHP

Game Engines

Unity3D

Version Control

GitHub, Bitbucket

UI Design

Sketching

Awards

USACO

Gold Division

LexHack

2nd Place

Interests

Video Game Development

Rock Climbing

Drawing (Digital and Traditional)

Board Games

Hiking

Resume Link: mljustinli.github.io/ResumeJustinLi.pdf