

# Tiansu Li

## A Game Developer with 10+ Years' Experience

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### EDUCATION

<b>Northeastern University</b> Master of Science (MS) in Game Science and Design GPA:3.8	Sep 2021 - May 2023
<b>Rutgers University</b> Bachelor of Arts (BA) in Information Technology and Informatics - Game Production and Innovation GPA:3.7	Sep 2016 - May 2021

### WORKING EXPERIENCE

<b>Genies (Metaverse Party Game)</b> Game Developer & Metaverse Architect <ul style="list-style-type: none"><li>Wrote the <b>Game Design Document</b>, designed a party game for Gen Z users on Genies avatar <b>Metaverse</b> ecosystem.</li><li>Developed the Game Experience using <b>Unity Visual Scripting</b>.</li></ul>	Oct 2023 - Present
<b>Concord Education (Unity Coding Teacher)</b> Unity Instructor <ul style="list-style-type: none"><li>Under the supervision of the Director of Educational Development, plans and facilitates collaborative Unity coding instructional sessions.</li><li>Instruct students on how to code a video game using Unity. Collect and analyze data to drive future instruction.</li></ul>	Aug 2023 - Present
<b>Tencent Games (Platform Game: Silver Medal Winner of Tencent Minigame Project)</b> Apprentice Game Designer & Lead Programmer <ul style="list-style-type: none"><li>Wrote the <b>Game Design Document</b>, designed the basic game mechanics, including <b>Level Design</b>, <b>System Design</b>, <b>Combat Design</b>, etc.</li><li>Used <b>Unity &amp; C#</b> to develop the game, including element interaction mechanics, 3C, enemy AI; Used <b>Plastic SCM</b> for <b>Version Control</b>.</li><li>Used <b>Trello</b> as a <b>Project Management</b> tool to help streamline their development processes and improve collaboration among team members.</li></ul>	Aug 2022 - Nov 2022
<b>Kunming University of Science and Technology (Unity3D AR Data Visualization)</b> Unity Developer & Research Assistant <ul style="list-style-type: none"><li>Used <b>R Project</b> to analyze data for earthquake.</li><li>Used <b>ArcGIS</b> to build a visualization model for the analyzed data.</li><li>Used <b>Unity AR</b> (AR Kit) to build the interactive model for the analyzed data, build the model in WebGL.</li></ul>	Jun 2020 - Aug 2020
<b>Beijing AINONG Nursing Home Service Co. Ltd. (Card Game)</b> Game Designer & IT Assistant <ul style="list-style-type: none"><li>Used <b>Unity &amp; C#</b> to develop card game for elders in the nursing home, implemented multiple card types and their comparison logic, implemented card shuffle system using Knuth-Durstenfeld algorithm, designed behavior-tree based opponent AI, designed the <b>Game UI</b>.</li></ul>	May 2018 - Aug 2018
<b>Gaea Game (Ace of Arenas: A Mobile MOBA GAME with over 1,000,000 players from around the world)</b> Game Designer & Official Content Creator <ul style="list-style-type: none"><li>Participated in the design of the Gem Upgrade System; Assisted in the design and implementation of the core logic and the UI system using <b>Unity + Lua + Xml</b> to; Helped design multiple castable ability indicators in the games.</li><li>Collected <b>player feedback</b> from forum, <b>analyzed data</b> like character and item win rate, created improvement documentations, successfully promoted <b>7 critical updates</b> in game balance.</li><li>Created and published <b>Game Tutorial</b> videos and <b>Game Analysis</b> articles on official WeChat accounts and Baidu forum, gained <b>30K+ views</b>.</li></ul>	May 2015 - Aug 2016

### PROJECT EXPERIENCE

<b>2D Top-Down Rogue-Lite Game (Shipped on Steam)</b> Indie Game (Unity) <ul style="list-style-type: none"><li>Wrote the Game Design Document, designed the weapon, enemies, items, rewards, upgrades and numerical system.</li><li>Used Unity2D to build the game scene. Used, <b>New Input System</b>, <b>FSM-based animator</b>. In C#, created the 2D character controller, Generic-based object pool system, <b>Scriptable Object</b>-based upgrade system, <b>Json</b>-based saving system, etc.</li></ul>	Feb 2023 - May 2023
<b>3D Eye Tracker Game</b> Team Project (Unity) <ul style="list-style-type: none"><li>Wrote the Game Design Document, designed the level, enemies, combat, player controller, inventory system, game audio and game UI.</li><li>Worked on the <b>Human Computer Interaction</b> experience with <b>Unity &amp; Gazepoint</b>.</li><li>Used <b>Shader Graph</b> and <b>Post-Processing</b> to further polish the game.</li></ul>	Jan 2023 - Apr 2023
<b>3D First Person Shooter Game</b> Team Project (Unity) <ul style="list-style-type: none"><li>Designed level, weapon, numerical system, enemy system, etc.</li><li>Used <b>Maya</b>, <b>Unity Terrain</b> and <b>Pro Builder</b> to build the map, used post-processing, mixed lighting, particles and <b>shader graph</b> to improve the quality. Used <b>Final IK</b> to modify animations. In C#, created customized weapon system, character controller, Inheritance-based enemy, Singleton-based game managers, Generics-based object pool system, etc. Used Nav-Mesh to control enemy AI.</li></ul>	Nov 2022 - Dec 2022
<b>3D Driving Game</b> Indie Game (Unity) <ul style="list-style-type: none"><li>Designed the game fundamentals, including levels, cars, UIs and numerical system.</li><li>Used <b>Unity HDRP</b> to build the game scene. Used <b>Blender</b> to model the race track. In C#, developed the car controller, Singleton-based game managers, Coroutine-based async loading system, <b>Cinemachine</b> FOV &amp; post-processing-based speediness system, dynamic difficulty system-controlled opponent AI, etc.</li></ul>	Jul 2022 - Nov 2022
<b>2D Serious Game - Global Game Jam (Boston)</b> Team Project (Unity) <ul style="list-style-type: none"><li>Participated in the writing of the Game Design Document, designed the dialogues, game narratives, etc.</li><li>Designed the <b>Scriptable Object</b>-based <b>dialogue system</b> and implemented in game with C#.</li></ul>	Jan 2022 - Feb 2022

### SKILLS

**Game Production Skills:** Unity, Unreal, RPG Maker, Blender, Maya, Aseprite, AR, VR.

**Other Skills:** **Programming** - C#, C++, XML, Lua, Java, Python, HTML, VB; **Project Management** - Miro, Jira; **Version Control** - Git, Plastic SCM; **Data** - R, SQL; **Video/Image Editing** - Coral Video Studio, Premiere Pro, After Effect, Photoshop.

### MISCELLANEOUS

**Personal Portfolio Website:** <https://tiansudesign.myportfolio.com/>

**Language:** English, Chinese.

**Gaming Experience:** **MOBA** - League of Legends, Dota2, Vain Glory, Ace of Arenas; **FPS** - CS:GO, Overwatch, Valorant, Apex, PUBG; **Card** - Hearthstone, Legends of Runeterra; **MMORPG** - WoW, Moonlight Blade; **RTS** - Clash of Clans, Clash Royale, StarCraft 2; **ARPG/JRPG** - Genshin Impact, Onmyoji, etc.

**Other Experience:** Bilibili game **Video Blogger/Streamer** with 3k+ followers; Rutgers Chinese Student and Scholar Association **Gaming Department assistant manager**; Beijing NO.8 High School **Game Dev Club president**.