Bruno Li

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WORK

Pocket Gems   June 2012 - Present
Engineer III   San Francisco, CA

Developed and onboarded new team members to core game architecture. Worked closely with product, art, and QA on both production and live games; seamlessly assumed and improved team engineering conventions. Mentored three (3) interns to full-time offers.

○ *Frontier* (unreleased project) - Developed client-server architecture and state replication scheme for real-time multiplayer game in Unity
○ *War Dragons* - Delivered features and bugfixes for 3d build-and-battle experience on iOS and Android
○ Casual (studio) - Maintained live-ops monthly agile release cycle; designed "guild" API with server team

University of Texas at Austin   September 2011 - December 2011
Proctor: Algorithms and Data Structures   Austin, TX

○ Tutored students in data structures and OOP concepts
○ Improved rendering functionality of annual student programming contest application "Critterfest"

EDUCATION

University of Texas at Austin   August 2009 - May 2012
Bachelor of Computer Science   Austin, TX

Turing Scholars Honors Program. Emphasis in game technology and physical simulation.
○ GPA: 3.5/4.0

PROJECTS

"Physically-based Modeling of Interactive Plants"   August 2011 - May 2012
Honors Thesis

○ Independent research work combining L-system tree generation with physical simulation
○ Modeled soft-body plants and wind, rain, and fire effects
○ Runner-up for UTCS Best Undergraduate Honors Thesis Award 2012

"Umbrella"   November 2009 - November 2012
Undergraduate Reading and Research

Designed and built a 2D physics engine in C++ with OpenGL and SDL, featuring:
○ Convex-polygon-based collision detection for rigid bodies and particles
○ Impulse-based rigid body physics with stacking and friction; verlet-based soft-body physics

SKILLS

Programming languages: *proficient:* C#, Objective-C, C++ *familiar:* Java, PHP, Python
Other tech: *proficient:* Git, Photoshop *familiar:* HTML/CSS

OTHER ACTIVITIES

Speaks Mandarin and Shanghainese; once survived for a week in Japan. Plays piano competently; produces recognizable tunes on the guitar and ocarina. Able to deadlift three hundred and thirty-three (333) pounds.