

# Bruno Li

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## WORK

### Pocket Gems

June 2012 - Present

Mobile Engineer

San Francisco, CA

Worked closely with artists, product managers, and QA on both build and live games. Seamlessly assumed and improved team engineering conventions. Delivered new features and bugfixes with minimal direction, shipping several casual and hardcore portfolio games:

- Tap Pet Hotel - maintained live game on a weekly agile release cycle
- Epic Empire - designed "guilds" API with server team; independently added a "barbershop" feature
- Runway Life - start-to-finish refactor and reskin of an existing game
- War Dragons - next-generation 3d experience on mobile

### University of Texas at Austin

September 2011 - December 2011

Proctor: *Algorithms and Data Structures*

Austin, TX

- Tutored students in data structures and OOP concepts; wrote scripts to grade assignments
  - Improved rendering functionality of annual students' "Crittterfest" programming contest
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## 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
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## 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 using my own physics engine
- 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
  - Island detection for rigid body body-contact graph and soft body particle-constraint graph
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## SKILLS

**Programming languages:** *proficient:* Objective-C, C++ *familiar:* Java, PHP, Python

**Other tech:** *proficient:* Git, Adobe Photoshop *familiar:* HTML/CSS

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## OTHER ACTIVITIES

Speaks Mandarin and the rarer Shanghainese; once survived for a week in Japan. Plays piano competently and sometimes *für die linke Hand alleine*; produces recognizable tunes on the guitar and ocarina. Able to deadlift 300 pounds. Spends a lot of time thinking about technical interview process.