Shuxing Li
DEVELOPER | DESIGNER

Portfolio: **https://alligrater.github.io**
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Internships

Python Backend Designer@ Guangzhou Youai Network Ltd.
2017.05-2017.07
Implemented a backend visualization system using Python and MySQL. Allows lookup for datas such as player loss and active users per month, intended for server deployers.

Immersive Design @ Guangzhou D&E Tech Ltd.
2019.05-2019.07
Designed two prototypes for interactive applications
1. Facial expression guided interactive storytelling.
2. External hardware-controlled wheelchair simulator.

Part-time Game Dev Instructor @ Sphinx International Edu.
2020.05
Instructor for Game Development theroies and actual implementations.

Projects

Story-Rhythm Game "Groove Sushi House"
2019.08-2019.09
Producer for a three-person development team. In a sushi house in the distance future, the master begins his adventure on paying his debt. Unexpected things happened as the last group of customers arrived... Your goal is to serve them dishes, while figuring out how to restore everything to normal.

Metroidvania "Panacea: Pan of Acea"
2021.01~Current
Producer and lead programmer for "Panacea", a game inspired by Smash Bros. and Castlevania. Try to save the world with only a frying pan, from a werid disease that turned everyone hostile against you.

Tabletop Game "Shrooms!"
2021.02-2021.05
Designed, and playtested a four-player strategy game where each player tries to place down tiles and claim as many plots as possible.

AR Application "Molten Corps"
2022.09-2022.12
Reanimate abandoned metal behemoths with augmented reality in the Rivers of Steel Heritage Area, a local abandoned blast furnace that was transformed into a tour site.

Project seeks to help local tour guides in better explaining complicated mechanisms and help make the tour more enjoyable by people of various age groups.

Educations

Worcester Polytechnic Institute
2016-2020
B.S. in Computer Science
B.S. in Interactive Media & Game Development

Carnegie Mellon University
2020-2022
Master of Entertainment Technology

Professional Skills

Programming & Game Dev
C++ / SFML / Unreal Engine
C# / Unity
Lua / LÖVE
Java / Processing
Construct

Creativity
Maya / Blender
Adobe Creative Suite
FL Studio / Reaper
Substance Designer

Language Skills
English @ TOEFL 109
Japanese @ N3