

Shuxing Li

Technical Artist

Telephone: +1 (412)-209-9936

Email: shuxingl@andrew.cmu.edu

Website: <https://alligrater.github.io>

In Short...

20-second demo reel: <https://vimeo.com/685028828>

4 years of experience with creative coding and real time graphics, in **Unity, Unreal and in Processing**.

Solid understanding of **Shaders** (node-based or plain Shading Language) and **Real-Time Rendering techniques**.

Strong experience with dynamic typed language like **Python and Lua**, and static typed like **C# and Java**.

Experience with digital content creation tools, including **Adobe Creative Suite, Maya, and Houdini**.

Education

Master of Entertainment Technology, Expected May 2022.

Carnegie Mellon University, Entertainment Technology Center (ETC), Pittsburgh, PA.

Bachelor of Science in Interactive Media and Game Development (IMGD) and Computer Science, May 2020.

Worcester Polytechnic Institute, Worcester, MA.

Relevant Coursework:

Technical Game Development, Computer Graphics, Creative Coding, Calculus IV, Linear Algebra

Professional Skills

Programming: C#, Java, C++, JavaScript, Lua, ShaderLab, GLSL

Software: Unreal Engine, Unity, Autodesk Maya, Blender, Adobe Creative Suite, Allegorithmic Suite, Perforce

Personal & Academic Projects

Dreamward. Gameplay Programmer & Technical Artist. January 2022

Video Demo Available at: https://www.youtube.com/channel/UCHTgCzhSgeToY9vtwN_OFfw

- Create dream-like visual effects for supporting gameplay.
- Authored a puzzle system for designers to quickly create new levels.

Molten Corps. Network Programmer & Technical Artist. August 2021 – December 2021

Video Demo Available at: <https://www.etc.cmu.edu/blog/projects/molten-corps/>

- Designed and implemented a networked AR experience for local tourists.
- Created visuals to reanimate the mechanisms in the Carrie Furnace.

Panacea: The Pan of Acea. Project Director & Gameplay Programmer. January 2021 – July 2021

- Remote worked with 7 people from across the world with different ethnicity on a small indie game.
 - Designed and implemented a workflow for quick content integration.
-

Work Experience

Sphinx International Education. Game Dev Instructor, Remote, January 2020 – December 2021

- Instruct essential skills such as game development theory and intermediate/advanced programming skills.

Guangzhou D&E Technology Ltd. VR/XR Design Internship, Guangzhou, May 2019 – July 2019

- Designed and created a system that allows users to view an interactive movie solely with their expressions.
- Designed and created an VR simulation that demonstrates the importance of barrier free facilities.

Guangzhou Youai Network Technologies Ltd. Backend Programmer, Guangzhou, May 2017 – July 2017.

- Created data lookup & visualization for the game's administration page using Python and MySQL.