

JINMAN LI

<https://glitterandgoldljm.wixsite.com/valerie>

• Email: jinmanli@andrew.cmu.edu

• Tel: +1 412-880-9064

EDUCATION

Carnegie Mellon University

Pennsylvania, PA

Master of Entertainment Technology

08/2021-05/2023

Current GPA: 3.95/4.0

Coursework: Introduction to Game Design, Building Virtual World, Visual Story

Miami University

Oxford, OH

Bachelor of Interactive Media Studies

08/2015-05/2019

Overall GPA: 3.4/4.0; Major GPA: 3.6/4.0

Coursework: Rhetoric of Games, The Design of Play, The Analysis of Play, E-sports, Writing for Games

Honors: Recipient of Dean's List

WORK EXPERIENCE

NetEase Games

Shenzhen, China

Level Designer

11/2020-07/2021

- ◆ Write and maintain design document for gameplay
- ◆ Collaborate with programming, art, system, and audio teams to reach specific functions and project goals
- ◆ Improve the quality of in-level experience with playtest feedback
- ◆ Design maps for specific game mode

INTERNSHIP EXPERIENCE

Seasun Entertainment Ltd.

Zhuhai, China

Game Designer

06/2020-07/2020

- ◆ Write game analysis document
- ◆ Collaborate with other interns to create game prototype

ACADEMIC PROJECTS

Building Virtual Worlds

Entertainment Technology Center

Producer, 3D Artist, Game Designer, UI Designer

09/2021-12/2021

- ◆ Rapid prototyping of games in various platforms such as Oculus VR and HoloLens AR in 2 weeks for 5 rounds
- ◆ Collaborated with 4 teammates with different disciplines to design, build and playtest
- ◆ Built 3D assets with Maya, set up the game environment with particle effects, design game UI, logo, and poster
- ◆ Organize and track project planning and daily tasks

ADDITIONAL INFORMATION

Skills: UE4, Unity, Maya, Visio, Adobe Creative Suite

Languages: Native speaker of Chinese Mandarin, Proficient in English, Elementary proficient in Japanese

Game Experience: Rainbow Six: Siege, Call of Duty Black Ops 4/Modern War, Overwatch, Apex, Valorant, Battlefield 1, Titanfall 2, The Witcher 3: Wild Hunt, GTA 5, Far Cry 5, etc.