PEILIN LI

peilinl1@andrew.cmu.edu - (412)983-3387 - https://peilinli.pl

OBJECTIVE

Seeking Software Engineer Intern in Summer 2017

EDUCATION

Entertainment Technology Center, Carnegie Mellon University, Pittsburgh, PA
Master of Entertainment Technology
(Expected)May 2018

Georgia Institute of Technology, Atlanta, GA
Bachelor of Computational Media
Dec 2015

SKILLS

Software: Unity, Maya, PhotoShop, Unreal Engine 4, Lumberyard
Programming Languages: Proficient with C#, Java, JavaScript, Python, Objective-C, HTML and CSS; have experience with C++ and C.
Tools: AngularJS, JQuery, Wordpress, Github, Apache Ant, Apache Cordova, Bootstrap, NodeJS, JSON, MySQL, Linux
Spoken Languages: Mandarin(native), English(fluent) and French(basic)
Math: Differential Equations, Linear Algebra, Discrete Math and Statistics
Computer Science: Fast Prototyping, Game AI, Computer Graphics, Hardware shader, Data Structures, Computer Audio, Algorithms, Agile development.

PROJECTS:

Building Virtual Worlds, ETC   Aug, 2016 - Dec, 2016
Producer, Programmer, Artist
- Creating 5 short-term projects in teams of 5 on a 2-week rotation using new technologies like HTC Vive, Leap motion + Oculus, Cozmo Robot and so on in Unity.
- Developed communication, teamwork and rapid prototyping and iteration skills.
- As a producer I learned how to keep short-term projects in scale and to communicate with different people efficiently. I also honed my programming and artistic skills.

Organ-izer   Jan, 2016 - Mar, 2016
Game Programmer, 2D Artist and Game Designer
- Organ-izer has been published on iOS and Android and has been downloaded for around 600 times internationally.
- Organ-izer is a 2D puzzle game created in Unity. It was initially created in Ludum Dare, an online 3-day game making competition, with the themes "Growing" and "Two-Button Controls". This game is improved and shipped after Ludum Dare.
- In Ludum Dare, among 6800 entries, Organ-izer ranked #157 in Humor and #377 in Overall.
- Responsible for programming game play and UI, creating 2D sprites and balancing.

LeagueAnalyzer   Jan, 2016 - now
Project Leader, Back end programmer
- LeagueAnalyzer is a web app which aims to provide League Of Legend players with more detailed match data and advice for improving themselves by analyzing game matches, which are requested from Riot API.
- Implemented a data crawling system which could potentially allow us to request all match data and saved in JSON format.
- Working on creating an algorithm to analysis the relevance factors of different data with win rate using Machine Learning.
- This project is created by a 5-person team.
- Skills related: NodeJS, AngularJS, R, JavaScript, JSON

WORK EXPERIENCE

Georgia Institute of Technology, Atlanta, GA   May, 2015 - Dec, 2015
Web Developer, GT School of Literature, Media and Communication
- Maintained web content and outlook of LMC websites as well as participated in developing a new Drupal theme for School of LMC. I was responsible for lmc.gatech.edu, cm.lmc.gatech.edu, scifi.lmc.gatech.edu and lmcdegree.lmc.gatech.edu.
- After redesigning and rebuilding, both "lmcdegree" and "cm" sites have had 300% more views than they had.

GIMME Vending, Atlanta, GA   May, 2014 - Aug, 2014
Mobile Developer Internship
- GIMME Vending is a startup company providing vending machine owners with a better way of managing their machines.
- Responsible for the development of the iOS app, including implementing Bluetooth Low Energy to communicate between GIMME device and iPad as well as implementing a general interface.
- The app successfully helped the company to get investments from angel investors.