

Shuxing Li

Technical Designer

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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:

Building Virtual Worlds, Visual Story, Technical Game Development, Novel Interfaces for Interactive Environment

Professional Skills

Programming: C#, GLSL, Java, JavaScript, Lua.

Software: Unreal Engine, Unity, LÖVE, Autodesk Maya, Blender, Adobe Creative Suite.

Design: Rapid Prototyping, Playtesting. (Think about other professional skills such as wireframing)

Personal Projects

Project Gremlins. November 2019 – July 2020

Video Demo Available at: <https://vimeo.com/378804199>

- Designed a tile based 2D platformer where players can create their own adventure.
- Programmed an 2D map editor with layer support for map creations.

Groove Sushi House. August 2019 – October 2019

Video Demo Available at: <https://vimeo.com/373458973>

- Designed, and programmed the story-based rhythm game.
 - Created multiple art assets and designed pipelines for importing assets efficiently.
 - Completed Alpha playtest with 20 players.
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Academic Projects

Building Virtual Worlds – Artists, ETC, September 2020

- **Rapid prototyping with changing teams of 4-5 in 2 weeks.**
- Created 3D models and performed rigging in Maya, textured in Substance Painter or employed shaders for advanced texturing.

Wizard Wars – Lead Programmer, WPI, March 2019

- Capstone project in Technical Game Development class.
 - Collaborated with art students in a team of 4 and created a local multiplayer video game in Unreal Engine 4.
 - Completed Alpha and Beta testing with 20 players.
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Work Experience

D&E Tech. – VR Design Internship, Guangzhou, May 2019 – July 2019

- Designed and created a system that allows users to view an interactive movie solely with their emotion to increase immersion.
- 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.

- Creatin data lookup & dashboard for the game's administration page using Python and MySQL. Dashboard visualizes data such as player activeness, average revenue per user.