

JINGYI LI

40 DAWAN MIDDLE RD. #14, QINGBAIJIANG DISTRICT, CHENGDU, SICHUAN 610300
(86) 177-8073-1462 • JINGYI@STU.SCU.EDU.CN

OBJECTIVE

An avid gamer, an energetic, passionate college student who is working towards a B.E. in Software Engineering at Sichuan University and aims to be a game designer and developer and create good video games

EDUCATION

B.E., Software Engineering Sep. 2015 – Present
Sichuan University, GPA: 3.7 / 4.0 Chengdu, SC

PROJECT EXPERIENCES

Adventure Game — A Weird Quest Oct. 2018 – Nov. 2018
Game Designer & Programmer & Visual Artist Chengdu, SC

- Designed and produced 7 levels, 12 game scenes, and 3 characters
- Programmed and implemented the game

Puzzle Game — Mr. Unfortunate Sep. 2018
Game Designer & Programmer & Visual Artist & Script Writer Chengdu, SC

- Designed and produced 4 levels, 7 game scenes, and 4 characters
- Wrote a full storyline and detailed all narrative content
- Programmed and implemented the game

Course Management Application Mar. 2018
Full Stack Developer Chengdu, SC

- Designed user interface and created an interactable prototype
- Worked on both the server side as well as client side, and implemented course relevant functions and user-oriented functions

Puzzle Game — Martin's Legacy Chapter 1 Feb. 2018 – May 2018
Team Leader & Game Designer & Programmer & Script Writer Chengdu, SC

- Managed project resources and scheduled daily tasks
- Designed and built 5 levels, 10 scripts, and 2 playable prototypes

Pet Adoption Website Mar. 2017 – Jun. 2017
Team Leader & Front-end Developer Chengdu, SC

- Supervised and managed project process, and designed 10 web pages and wrote code on the interface side

PROFESSIONAL SKILLS

- C, Java, Android, C#
- Unity, Photoshop, Aseprite

AWARDS & HONORS

- Excellence Award of Game Design in *The Chinese College Students Game Design Contest* Jan. 2018
- Excellent Student of Sichuan University, Individual Scholarship Nov. 2017
- The Third Prize Scholarship Nov. 2016