

PEILIN LI

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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, C++, HTML and CSS; have experience with C.

Tools: OpenGL, AngularJS, JQuery, Matlab, 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.
- 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 & Santa Express

Jan, 2016 - now

Gameplay Programmer and Game Designers

- Organ-izer has been published on iOS and Android and has been downloaded for around 1000 times internationally.
- Santa Express is a 2D side scroller running game released on iOS and it is still under development now.
- 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.

Fire On Ice

Aug, 2015 - Dec, 2015

Project Lead and Programmer

- In Fall 2015, I led my game project called "Fire On Ice" in a team of 14 people, which is a multiplayer arena game.
- As a project lead, I was responsible for presenting development progress weekly to VGDev, the video game development club in Georgia Tech.
- Also responsible for implementing most of the gameplay as well as designing most of the game mechanics.
- In the VGDev campus demo, this game received praise and was the most popular.

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. I was the only programmer in the team.
- Had zero experience at the beginning of this internship, and I succeeded in quickly picking up iOS development skills.
- My work successfully helped the company to get 3-million-dollar investments from angel investors.