

Allen Li

Junior Game Programmer



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SKILLS

Programming in
C++, C#, C

Building Custom
Game Engine

Development
in Unity Engine

Artificial
Intelligence



PROJECT EXPERIENCE

DreadShot – Third Person Shooter Game, PC, Unity Sept 2020 – Dec 2020

- Developed a third person shooter game with abilities such as sprint, grenade, shield, and meditation.

GIAO – Custom C++ Engine Jan 2020 – Sept 2020

- Created an AI demo using generic AI library with algorithms for shortest path finding via A* and Dijkstra, steering behaviours, and Finite-state machine.
- Implemented a system using Open Asset Importer (Assimp) to read 3D model files (*.fbx, *.obj) and animation clips.
- Implemented rendering techniques in Direct3D 11 and HLSL such as normal mapping, specular/bump mapping, real time shadow and post processing.
- Used template meta programming to create a runtime type information system that was used to load a scene from an xml file.

Above Ground – 3D RPG, PC, Unity Sept 2019 – Sept 2020

- Team production project with 3 programmers and 1 designer.
- A 3D RPG game where player explore through levels and defeat enemies.
- Responsible for gameplay mechanics include phase bomb, range enemy, damage popup, and environment mechanics.

3D Software Rasterizer Jun 2018 – Sept 2018

- Implemented graphics algorithms using an OpenGL framework such as primitive rasterization, clipping, culling, and dynamic lighting.



EDUCATION

LaSalle College Vancouver Sept 2017 – Dec 2020

- Bachelor of Science in Game Programming
- Courses include 3D Graphics Programming, Algorithms and Data Patterns, Artificial Intelligence, Gameplay Programming, Math & Physics for Games, Network Programming, Programming for Game Engines, Real Time GPU

British Columbia Institute of Technology

Sept 2016 - Jun 2017

- Automotive Technician Level 1