

Bruno Li

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WORK

Pocket Gems

June 2012 - Present

Engineer IV

San Francisco, CA

Developed and onboarded new team members to core game architecture. Worked closely with product, art, and QA on both production and live games; seamlessly assumed and improved team engineering conventions. Mentored three (3) interns to full-time offers.

- *Horizon* (upcoming) - Prototyped flocking and steering algorithms in Unreal Engine
- *Frontier* (unreleased) - Developed client-server architecture and state replication scheme for real-time multiplayer game in Unity
- *War Dragons* - Delivered features and bugfixes for 3D build-and-battle experience on iOS and Android
- Casual (studio) - Maintained live-ops monthly agile release cycle

University of Texas at Austin

September 2011 - December 2011

Proctor: *Algorithms and Data Structures*

Austin, TX

- Tutored students in data structures and OOP concepts
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EDUCATION

University of Texas at Austin

August 2009 - May 2012

Bachelor of Computer Science

Austin, TX

Turing Scholars Honors Program. Emphasis in game technology and physics.

- GPA: 3.5/4.0
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PROJECTS

"Physically-based Modeling of Interactive Plants"

August 2011 - May 2012

Honors Thesis

- Independent research work combining L-system tree generation with soft-body dynamics
- Modeled plants with wind, rain, and fire effects
- Runner-up for UTCS Best Undergraduate Honors Thesis Award 2012

"Umbrella"

November 2009 - November 2012

Undergraduate Reading and Research

Designed and built a 2D physics engine in C++ with OpenGL and SDL, featuring:

- Convex-polygon-based collision detection
 - Impulse-based rigid-body dynamics with stacking and friction + Verlet-based soft-body dynamics
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TECHNICAL SKILLS

Languages: *proficient C# familiar C++, Objective-C*

Engines: *proficient Unity familiar Unreal Engine*

Other: *proficient Git familiar Perforce, HTML/CSS*

EXTRACURRICULARS

Speaks Mandarin and Shanghainese; once survived for a week in Japan. Plays piano acceptably; produces recognizable tunes on the guitar and ocarina. Able to deadlift three hundred and thirty-three (333) pounds.