

Yunhao Li (Magian)

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EDUCATION

Carnegie Mellon University, Entertainment Technology Center (ETC) Pittsburgh, PA, USA
Master of Entertainment Technology (MET) 09/2017 - 05/2019

- Courses: Leadership and Production, Game Design, Building Virtual Worlds, Programming for Game Designer

Peking University, College of Chemistry and Molecular Engineering (CCME) Beijing, China
Bachelor of Science (BS) in Chemistry 09/2011 - 06/2016

- Courses: Advanced Mathematics, Probability, Data Structure, C programming, etc.

SKILLS

- Programming: Python, C#, C, Ruby, JavaScript, Java; Unity 3D; Perforce, Git
- Software: Autodesk Maya; Adobe Photoshop, Premiere, Audition; MS office
- Languages: Chinese (native), English (proficient)

WORK EXPERIENCE

Xindong Network, Intern Game Designer and Associate Producer Shanghai, China

Fantasy SimTown 06/2018 - 08/2018

- A real-life simulating mobile RPG based on a background setting in a peaceful seaside town
- In charge of basic game systems design including time, item, vehicle, weather, and control
- In team of 20+ members, hosted internal game jams to prototype and sharing sessions about design skills

ACADEMIC PROJECT (CMU ETC)

picoCTF 2019, Top-down adventure game, web-based 01/2019 - Present

Producer, Game Designer

- In team of 4, working with CMU CyLab and the CMU Hacking Team, to develop a web-based game
- Titled as full time producer, using scrum to help team in development process; took charge of scheduling, client communication, branding, mile stone and deliverables, deadlines, meetings and team activities
- Worked as designer for game UI and storyboarding; managed integrating designs of multiple aspects

Re-Present, VR experience 08/2018 - 01/2019

Technical Designer, Co-producer

- In team of 5, built a VR experience that helps users to practice, analyze and improve their skills in public speaking, while offering data to experts for research goals
- Took charge of making decisions on the low level interaction and data collecting strategy focusing on voice component, as well as designing and implementing user interface in the experience

Enigma, tabletop mix-platform experience 01/2018 - 05/2018

Producer, Experience Designer

- In team of 6, built a tabletop role playing experience about women code breakers during WWII
- Designed 2-hour long experience flow including player activities, story structure, prop and App interaction
- Worked as producer, in charge of client communication, deliverables, scheduling and team decision making

PERSONAL PROJECT

Expedition, PC Game 08/2011 - 08/2016

Game Designer, Programmer, Artist, Production Manager

- A traditional 2.5D RPG with 20+ hours-play time, sponsored by SOHU(4th biggest game company in China)
- Worked on basic system structure and numerical setup of the game including 6 main characters, 300+ items, 100+ skills, 100+ monsters, 100+game scenes and 200+ NPCs, refined the story-line
- Implemented round-based battle module in Ruby, run public tests among 40+ testers with real-time hotfixes, managed dubbing team to make voice over for dialogues

Branching Out, Board Game 04/2014 - 08/2017

Game Designer

- Designed rules and props, structured data, analyzed tests, implemented educational leadership theories in game
- Hosted the game with 30-50 players in 2014 Stanford, 2015 Beijing, 2017 Leiden (Netherlands) STeLA forum

Zhan Guo, Board Game 03/2018 - Present

Game Designer, Artist

- In team of 3, designed a board game about Warring States of ancient China (BC370 - BC220)
- Ideated the game and designed the ruleset in cooperation with teammates
- Drew game map, designed 162 event cards and 70 characters, run playtests and worked on balance