

Yawen LI

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EDUCATION

University of California, Berkeley

Berkeley, US

BA in Computer Science

Aug. 2014–May 2019

- GPA: 3.0/4.0
- Core Modules: *Data Structures, Machine Structures, Artificial Intelligence, Algorithms, Introduction to Database, User Interfaces, Computer Security, Internet Arch, Computer Graphics*
- Transfer Experience: 2018-2019 Academic Year - Keio University

WORK EXPERIENCE

Perfect World

Beijing, China

Senior Software Development Engineer

Dec. 2019-May 2024

- One Punch Man: World (Action Mobile Game-Unity): Responsible for the development of debugging-related functions of frame data recorder and plot editor
- Code Maid of the Nations (Card SLG Mobile Game-Unity): Responsible for the development of the combat system and card system, development of the blueprint skill editor, assisted designers in using graphical nodes to complete the intricate skill logic and timeline, leveraged Skynet combat microservice as server framework to perform algorithms and forwarded the results to the front-end for playback
- Philosophic Love (AVG Mobile Game-Unity): Responsible for transplanting its Steam PC version to the mobile one, studied the tool the_nvl_maker, refined its functions, and developed a graphical plot editor that supports branching, jumping, storing, and commands with the game passing the test and launched in Hong Kong, Macau, Taiwan, and Southeast Asia markets (GooglePlay/AppStore)
- Code Cells at Work (Simulation Mobile Game-Unity): Responsible for UI logic and plot system development
- Blueprint Editor (Cross-platform Graphical Logic Editor Tool): responsible for the development of the blueprint editor's local database, attribute tree editing, and editing/runtime modules for the plot, task, and skill editors under the framework of MonoDevelop + Gtk, provided graphical programming solutions to technical planners
- Dialogue+ Dual-Ended Editor (Animation Generation Plugin): Responsible for the development of the U3D/UE4 version of the editor interface, including data read/write, Undo/Redo, animation preview, table editing, and other functions
- Baboom Demo (2D Physics Collision Battle Royale Mobile Game-Unity): Responsible for the implementation of the game's combat framework, Box2D physics access, and fixed-point modification, led the team and won the third prize in the company's Creative Game Development Competition

Tencent Computer Systems Ltd.

Shenzhen, China

Product Manager

Aug. 2019-Nov. 2019

- Conducted automated data cleansing through programming, identified problems based on cleansing results, and designed solutions to the problems
- Made competitor analysis of similar SaaS products on the market, modularized the system according to the current conditions, and offered optimization plans for different modules
- Designed a functional plan for the WeChat mini program for social business card

KLab Inc.

Tokyo, Japan

O&M Engineer Intern

June 2017-Aug. 2017

- Built a game-testing environment using LAMP architecture and AWS

- Planned transfer scheme for over 50 servers in multi-availability zones to avoid the risk of server crashes
- Designed a small internal chatbot for the company's engineering group using Python, AWS API Gateway, Lambda, and Slack API to control s3, EC2 servers, etc., on AWS, added air forecasting and a restaurant ranking and search function

NetPosa Technologies

Mountain View City, US

Software Engineer Intern

Dec. 2016-Jan. 2017

- Created an image data collection program for Jibo, a domestic robot (a collaborative project with MIT's Media Lab), to train the robot in image recognition
- Provided robotics demonstrations and troubleshooting support at the 2017 Consumer Electronics Show (CES) in Las Vegas

Shengqu Games

Shanghai, China

Game Operation and Planning Intern

June 2015-July 2015

- Made public opinion monitoring reports based on feedback and data from over 100 gamers
- Devised a classic and nostalgia-themed re-sale marketing program for in-game limited props
- Tested the game and offered strategic advice to attract more returning players

PROJECT EXPERIENCE

Guru Guru

Beijing, China

Producer & Lead Programmer

Sep. 2023-Present

- Led the team to complete the development task, designed levels and props
- Designed frame alignment physics networking framework, connected Unity to the 3D Physics Library (BEPU), developed physics editing and level editing functions, created combat framework
- Responsible for A* pathfinding fixed point, behavior tree, audio settings, quadruped IK, frame interpolation, animation control, and newbie tutorials

SKILLS

- Language Proficiency: Mandarin (Native); English (Advanced); Japan (Intermediate)
- Programming Languages: C, Java, JavaScript, Python, Objective-C, SQL, MIPS, Redis/Memcached, C#, C++, HTML, Lua
- Tools: AWS, Premiere, Photoshop, Final Cut Pro, Unity3d, UE4