



YUTONG LI

Objective: Professional related job positions

February 4, 2004 

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Los Angeles 

EDUCATION

University of Southern California

August 2023 - May 2027

- Game Development and Interactive Design (Bachelor)

PRACTICAL EXPERIENCE

I participated in the entire process of game production multiple times during my college years

- Spearheaded game development from concept to completion, merging expertise in game architecture, project management, and quality assurance to align with strategic visions, ensuring seamless project execution.
- Demonstrated advanced programming skills, crafting immersive gameplay and dynamic special effects, meeting artistic and planning requirements with precision.
- Excelled in creating diverse game assets, including scene props and character models, focusing on diverse styles and optimization for both high and low-poly environments, showcasing a versatile portfolio.
- Directed the artistic development of game environments, characters, and equipment from conceptualization to execution, developing comprehensive UI, scene, and prop designs with detailed concept sketches and orthographic views.
- Facilitated effective cross-disciplinary collaboration within project teams, ensuring clear communication between artists, programmers, and planners to meet project goals with exceptional timeliness and quality.
- Orchestrated and led game jams, fostering a culture of innovation and teamwork, guiding teams through the development process to the timely completion of projects. My leadership was instrumental in creating a productive and creative development environment, maintaining open lines of communication to align team efforts with project objectives.

PROJECT EXPERIENCE

2023.5.1 Ludum Dare 53 Game Jam, Responsibilities: Game Art

- Works: <https://ldjam.com/events/ludum-dare/53/catch-me-if-you-can>
- Web page: <https://ldjam.com>

2023.7.9 GMTK Game Jam 2023, Responsibilities: Game Art

- Works: <https://jtwcslm.itch.io/cross-planar-pandemonium>
- Works: <https://dpavg.itch.io/pikasso>
- Web page: <https://gmtk.itch.io/>

2023.10.2 Ludum Dare 54 Game Jam, Responsibilities: Game Modeling, Game Design

- Works: <https://ldjam.com/events/ludum-dare/54/torch>
- Web page: <https://ldjam.com>

2024.1.28 Global Game Jam, Responsibilities: Game Design, Game Art

- Works: <https://globalgamejam.org/games/2024/spiderdog-9>
- Web page: <https://globalgamejam.org>

2023.11.5 Received first prize in the 48 hour game production competition organized by MEGA in university

- Works: <https://jtwcslm.itch.io/what-the-moon-brings>

NYU Future Game Designers program (Feb-May 2022),

gaining comprehensive skills in game design across multiple development aspects.

SPECIAL SKILLS

- Language proficiency: Having studied abroad for many years, proficient in English, Cantonese and standard Mandarin, and able to use them as working languages.
- Office skills: Familiar with using various office software, such as Word, PowerPoint, Excel, etc.
- Professional Skills: Proficient in a variety of programming languages, including Java, Python, C#, and C++, as well as adept in using game development and design tools such as Unity, and 3D modeling and digital art software like Maya, ZBrush, and Procreate.

ABOUT ME

- Resourceful and engaging professional with a strong aptitude for technology and a proven track record in collaborative problem-solving and team leadership.
- Having good communication and teamwork skills, with experience in leading teams, able to collaborate with others and achieve goals together.