Jillian Li

Skills

Development	Design	Adobe	Process
Unity & C#	Figma	Photoshop	Storyboarding
Java & Android Studio	Autodesk Maya	Illustrator	Sketching
Python	Rhino	InDesign	Wireframing
HTML & CSS	Twinmotion	Premiere Pro	Mockups
PHP & SQL	ProtoPie	After Effects	User Testing

Game Design & Development Experience

VR Designer & Developer

Echoes of Ruin

Oct - Dec 2024

Game Designer & Developer

Meddlesome Company Oct - Dec 2024 experienceDeveloped puzzle mechanics and FSM AI in Unity with C#

• Collaborated in a team of four to design and develop a VR puzzle game about exploring an ancient ruin, which provided an enjoyable and comfortable user

- Collaborated in a team of four to design and develop a 2D side-scroller game, which became one of the most popular projects at the final showcase
 - Designed engaging interactions and mechanics that matched well with the game's narrative, and developed them in Unity with C#
 - Designed the layout of the game's map, as well as some puzzle and UI elements, which facilitated the creation of art assets

Game Designer & Developer

3 Animals in a Trench Coat Jan - Apr 2024

- Collaborated in a team of three to design and develop a 2D top-down puzzle adventure game
- Designed the core game mechanics and controls of switching between three playable animal characters and using their different abilities
- Designed engaging puzzles that suited the game's concept and narrative
- Developed the game in Unity, using C# to program the player mechanics, NPC mechanics, puzzles, and levels

UI/UX Design Experience

UI/UX Designer For Grand Oct - Dec 2022

- Collaborated in a team of three to design and prototype a fictional app with the goal of helping grandparents learn about their grandchildren's interests
 - Created high-fidelity mockups of the pages involved in the app's main functions in Figma, then created a working interactive prototype of it in ProtoPie
 - Conducted usability tests with users of the target audience to identify common issues and improve the design

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Other Development Experience

Web Designer & Developer Raise the Bread May - June 2024	 Collaborated in a team of two to design and develop a website for a fictional fantasy bakery to sell their products Developed the website content in HTML, ensuring correct semantics and good accessibility for screen reader users 		
	Web Developer Craft Corner Nov - Dec 2023	 Collaborated in a team of two to design and develop a website where users can view and publish tutorials for arts and crafts projects 	
 Developed backend functionalities of the website, including storing and retrieving data from a MySQL database, by coding in PHP and writing queries in SQL 			
 Programmed the filtering of tutorial results based on user selected criteria in checkboxes using JavaScript and AJAX 			
App Developer Mystic Walker Oct - Dec 2023	 Collaborated in a team of two to design and develop an app that aims to motivate users to spend time outdoors by allowing them to collect digital creatures 		
	 Developed the functional app in Android Studio by creating the interface of each page with XML and using Java to program the functionalities, storing user data in 		

Other Experience

Math Tutor	 Tutored a group of elementary school students in various mathematical concepts
(Volunteer)	which gave them an existing foundation of knowledge to build on in school
Jul 2020 - Apr 2021	• Worked collaboratively to plan lessons, design practice questions, and create presentation slides on Google Slides to help the students learn and understand the mathematical concepts
Office Assistant	 Demonstrated close attention to detail when producing monthly sales reports by
Libra National Inc.	checking and inputting sales data into an Excel spreadsheet

SharedPreferences and a SQLite database

Sept 2018 - Dec 2020

Education

Simon Fraser
University
Sept 2021 - Present

- Interactive Arts & Technology, Bachelor of Science
- President's Honour Roll for Fall 2023
- Dean's Honour Roll for Fall 2023, Spring 2023, and Fall 2022
- Undergraduate Open Scholarship for Spring 2024, Fall 2023, Summer 2023, Spring 2023, and Fall 2022