

Yihang Li

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EDUCATION

Purdue University, West Lafayette, IN

May 2027

Bachelor of Game Development | Minor in Computer Science

GPA: 3.84/4.0

Relevant Coursework: Game Development Practicum (CGT 36500); Game Development II: Design and Psychology (CGT 25500); Game Scripting (CGT 33500); Artificial Intelligence Games (CGT 39000); Serious Game Devel and Res (CGT 39000); Video Game Level Design (CGT 26505).

EXPERIENCE

Game for Peace (PUBG-M)

May 2026 – Aug 2026

- Designed urban layouts and gameplay spaces for battle royale, hero-based, and seasonal modes; built whitebox prototypes to test level flow and spatial design.
- Designed environment-based seasonal mechanics to reduce player interaction cost and minimize disruption to core combat flow.

Mr. Inmes (Global Game Jam 2026)

- Built a modular game flow tool with configurable stages, pass/fail conditions, and positive/negative feedback; implemented audio and animation.

RESEARCH & PUBLICATIONS

Emergency Preparedness Serious Game | Purdue University | EDULEARN 2026

Researched emergency awareness and preparedness, organized research materials, and created infographics for a team-built Unity WebGL simulation featuring fire and earthquake scenarios. Contributed to writing the co-authored EDULEARN 2026 paper “Adaptive Scenario Simulation for Emergency Preparedness Education: A Serious Game-Based Training Approach.”

PROJECTS

Between Steps (*Individual Project, Unity 3D*)

Oct 2026

- Developed a Unity 3D project for Nintendo Switch using Joy-Con gyroscope input to translate body motion into character movement.
- Built an in-editor story scripting tool for dialogue, screen effects, and QTEs, with per-stage pass conditions and positive/negative feedback.

Thought Trace (*Individual Project, Narrative Exploration Game*)

May 2025

- Designed an exploratory game that uses looping environments and collectible Hope Fragments to convey experiences of anxiety, depression, and healing.

FPS 2v2 Level Design (*Individual Project, Based on COD*)

Oct 2025

- Designed a competitive 2v2 map around Call of Duty movement and shooting mechanics.
- Applied 3C metrics to cover spacing and engagement distances; refined layout, cover density, and sightlines for fairness and readability.

Soap (*Team Project, Unreal Engine 5*)

Aug 2025

- Built the core player-trail cleaning mechanic in UE5 on a scalable canvas.
- Implemented score tracking and per-level high-score saving, menu flow, basic settings, and BGM/SFX integration.

SKILLS

Mountaineering: National Second-Class Athlete, China (2025)

Game Development Tools: Unity, Unreal Engine 5

Programming and Web: Java, JavaScript, Python, C#, HTML & CSS

Adobe Creative Suite: Photoshop, Illustrator, Premiere Pro, Lightroom

Audio & Music Tools: Logic Pro, Ableton Live (basic audio editing & sound design)