Yihang Li

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EDUCATION

Purdue University, West Lafayette, IN   May 2027
Bachelor of Game Development | Minor in Computer Science   GPA: 3.88/4.0

PROJECT

Roots of Terror *(Team Project, Unreal Engine 5, Blueprint)*   Jan 2024 – May 2024
- Led gameplay programming and audio development using UE5 Blueprint.
- Designed and implemented core mechanics, ensuring smooth player interaction.
- Contributed to level design, creating immersive and atmospheric environments.

Thought Trace *(In Development, Unity 3D, C#)*   Jan 2025 - Present
- Serious game addressing mental illness, focusing on storytelling and emotional impact.
- Developed 80% of the environments and 50% of the scripting in Unity 3D.
- Implemented interactive elements that reflect players' psychological struggles.

Dream Rescue *(Unity 2D, C#)*   Mar 2022 – July 2022
- A personal serious game inspired by self-reflection and emotional healing.
- Designed and programmed narrative-driven gameplay in Unity 2D.
- Created an engaging visual and interactive experience that symbolizes self-redemption.

CTF Level Design in First-Person Shooters *(Unreal Engine 5, Level Design)*   Dec 2024
- Designed a Capture the Flag (CTF) multiplayer level, from concept documentation to final build.
- Created white-box prototypes, selected assets, and implemented lighting and scene composition.
- Balanced map flow and player engagement based on FPS level design principles.

EXPERIENCE

Participant – CiGA Game Jam 2021(Game Jam, Team-based, Audio & Game Design)
- Composed original game soundtrack using Logic Pro and curated audio assets.
- Designed and refined a maze-based puzzle mechanic.
- Collaborated on game design decisions, balancing challenge and accessibility within the 48-hour development cycle. Gained hands-on experience in team-based rapid prototyping, adapting ideas quickly in a fast-paced environment.

SKILLS

Game Development Tools: Unity (C#), Unreal Engine (Blueprints & C++)

Programming Languages: 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)