Yihang Li

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EDUCATION

Purdue University, West Lafayette, IN   May 2027
Bachelor of Game Development | Minor in Computer Science   GPA: 3.81/4.0

PROJECT

Soap *(Team Project, Unreal Engine 5)*   Aug 2025 – Now
yihang-design.com/games/s-o-a-p

- Built the main cleaning mechanic in UE5 (player trail) and made it work on a scalable canvas.
- Added score tracking, calculation and saved best score per level.
- Built the menu flow, added basic settings and integrated sound (BGM + SFX).

Thought Trace *(Individual Project, Unity 3D)*   Jan 2025 – May2025

- Unity 3D low-poly, psychology-themed interactive narrative exploration game.
- Implemented loop-based level flow, distance-based UI hints, and reusable interaction/event systems..

FPS 2v2 Level Design*(Individual Project, Based on COD)*   Oct 2025
yihang-design.com/leveldesign/fps-2v2

- Designed a COD-style 2v2 competitive map based on the Call of Duty movement/shooting model.
- Used 3C metrics to set cover spacing and engagement distances.
- Planned layout, cover density, and sightline control to improve fairness and readability.

Two Sides of the Mountain *(Individual Project, Unity 3D)*   Oct 2025 – Now

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

EXPERIENCE

Mr.Inmes (Global Game Jam 2026)
yihang-design.com/games/mrinmes

- Built a game flow tool: enables adding stages freely, evaluates pass/fail conditions per stage, and triggers positive/negative feedback.
- Implemented audio architecture and animation integration: global audio management, randomized SFX, and animation-driven audio cues.

SKILLS

Game Development Tools: Unity, Unreal Engine 5

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)