

# Qiaochu (Mac) Li

Game Designer

## Contact

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## Languages

Native in Chinese  
Professional in English  
Elementary in German

## Programming

C#, C++  
Java, HTML/CSS  
Lua, Javascript, PHP

## Source Control

Perforce, Git

## Software

Unity 3D  
Adobe Illustrator  
Adobe Photoshop  
Adobe Indesign  
Adobe Premier  
Microsoft Office

## Education

2014–2016 **Master** of Entertainment Technology Carnegie Mellon University, Pittsburgh

2010–2014 **Bachelor** of Science Peking University, Beijing  
Major in Computer Science & Major in Psychology

## Experience

May 2015 **Game Design Intern** Kabam, Los Angeles

Work on an unannounced strategic mobile title in design team.

- Design and implement 20+ missions. Tune player experience by enemies, spawn positions, environment layouts, and events.
- Do mock-ups for chat and store systems.
- Balance item prices in upgrade system.

## Projects

Fall 2015 **Emotionshop (pitch project)** Carnegie Mellon University, Pittsburgh

### Team Lead and Developer

Make games that evoke emotions based on their mechanics.

- Conceptualize innovative ideas that use game to evoke a certain type of emotion. (eg. Serenity, Gloating)
- Implement a game every week from sketch.
- Manage the whole team for meetings, playtest, and retrospective.

Spring 2015 **CAVE Interactive (location-based game)** Carnegie Mellon University, Pittsburgh

### Game Designer and Programmer

Create a 5-minute tour experience in the CAVE.

- Make several prototypes to explore FTUE in the CAVE.
- Design and implement a puzzle game.
- Conduct three playtest events and refine the game accordingly.

Dec 2014 **LudumDare (online game jam)** Personal, Pittsburgh

### Participator

Create a game by yourself in 48 hours with a certain theme.

- Rank high on **Innovation** metric.
- Do 2D-art, programming, visual effects and sound effects alone.

Fall 2014 **Build Virtual Worlds (academic course)** Carnegie Mellon University, Pittsburgh

### Game Designer and Programmer

Build a game in every 2 weeks with an interdisciplinary team for each.

- Rapid prototyping and development.
- Handle time and inter-person conflicts in team.
- Use cutting-edge platforms – Kinect, Oculus Rift, Leap Motion.

## Interests

Fiction, Boardgame, Squash