



# Li Yiran

📍 Qingdao, Shandong (Relocatable based on job requirements) | 📞 [+86 18653207387](tel:+8618653207387)  
✉ [vliyr@outlook.com](mailto:vliyr@outlook.com) | 🔗 <https://valentina-li.io/>

## Skills

- Unity Engine, C#: Proficient in UI system (UGUI), capable of independently developing complex interface logic and data binding; proficient in animation system (Animator/Animation) for character state transitions and blending; practical experience with physics system (Rigidbody/Collider); used ScriptableObject for game data configuration and management.
- Version Control & Collaboration: Proficient in Git for version control, branch management, and code merging, adhering to team coding standards.
- Performance & Debugging: Familiar with Profiler for performance bottleneck analysis, with experience in memory leak investigation and optimization.
- English: CET-4 (596), IELTS 6.5 (L7.5 / R7.5 / W6.5 / S5.5).

## Education

### Northeastern University

Digital Communication and Media (Game Design Concentration)

Sep 2023 - Dec 2025

Master of Professional Studies

- Core Courses: Intermediate Programming for Digital Media, Game Engine Fundamentals, Game Design Fundamentals, Game Development, Fundamentals of Digital Narrative, Human-Computer Interaction, Sound Design.

### Macau University of Science and Technology

Software Engineering

Sep 2019 - Jul 2023

Bachelor of Science

- Core Courses: Software Project Management, Software Design, Computer Programming, Algorithm Design and Analysis, Object-Oriented Programming, Data Structures.

## Gaming Experience

- Honor of Kings: 1500+ cumulative hours, highest rank King. Long-term focus on MOBA skill mechanics, numerical balance iterations, and version update strategies, with systematic understanding of skill wind-up/recovery, trigger conditions, and movement mechanisms.
- Teamfight Tactics: 300+ cumulative hours, highest rank Master. Studied strategic depth from the perspective of team composition, considering numerical fluctuations and randomness.
- Super Mario Odyssey: 30+ cumulative hours, collected 300+ Power Moons. Experienced and learned from its excellent design in level guidance and game pacing.
- Resident Evil 4 Remake, Resident Evil 5: Completed main storylines for both. Focused on learning their design approaches in combining action and horror atmosphere, as well as cooperative combat, level puzzles, and resource management.
- Trine 5, It Takes Two, Unravel Two: Multiple cooperative puzzle games, accumulating understanding of multiplayer collaboration mechanics and puzzle level pacing.
- JX3 Online: Long-term player since the level 80 cap era in 2013, continuing until after the release of the "World Beyond Penglai" expansion. Have accounts for four professions, long-term participation in PVE raids, faction activities, and faction warfare, focusing on MMO skill rotations, team coordination mechanics, and raid strategies.

## Projects

### Party! Paidui! Fiesta!

2D Platformer Action Party Game

Jan 2025 - Mar 2025

<https://valentinali.itch.io/party-paidui-fiesta>

- Designed the complete behavior flow for enemy AI based on Unity Animator State Machine, including four states: [Patrol, Chase, Attack, Death]. State transition logic was controlled by C# (player distance detection, attack cooldown, health check), ensuring behavioral differentiation and scalability among different enemies.
- Used Animation Events and StateMachineBehaviour to precisely control attack hit frames, damage feedback, and death

transitions, resolving synchronization issues caused by animation delays. Improved accuracy of character action response, reducing attack judgment deviation by approximately 50%.

- Implemented automatic refresh for health, energy, and score UI based on the Observer pattern (event system), eliminating dependency on Update polling. Decoupled data from interface, making the UI module easier to modify and reuse.
- Completed a playable demo containing 3 major levels, 30 sub-levels, and 2 enemy types, receiving high praise during course presentation, with stable system performance.

## Robot's Last Wish

Oct 2024 - Dec 2024

Side-scrolling Adventure Game

<https://valentinali.itch.io/robots-last-wish>

- Independently completed development, implementing character movement, interaction, and physics collision logic, while also designing and coding puzzle level mechanics, and driving player exploration through a simple narrative. The final work was presented in the course, enhancing personal independent development and system implementation capabilities.

## Internship

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### Haier Group

Jul 2022 – Aug 2022

Project Manager Assistant

Qingdao, Shandong

- Participated in internal system development processes, practiced Agile development and cross-departmental collaboration, and gained understanding of the full software engineering lifecycle.

### Google

Nov 2021 - Dec 2021

Data Analyst

Beijing

- Used Python (Pandas/Matplotlib) to complete small-scale data cleaning and visualization tasks, gaining insight into data processing workflows in real projects.

## Summary

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Master of Science in Game Design from Northeastern University, with a solid foundation in software engineering. Capable of independently developing Gameplay modules, UI systems, animation state machines, and scene interactions within the Unity environment. Possesses good coding standards, debugging skills, and team collaboration awareness, eager to continuously deepen technical expertise in practical projects.