Ralph Li

LinkedIn

GitHub

Website/Portfolio

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Vancouver, BC, Canada

Awards

BCIT Spring Project:
Best Project
Best Team
VFS:
Best Term Project – On A Roll

Languages

C#
C++
Python
JSON
JavaScript

Tools

Unity
Git
SourceTree
Trello
Google Sheets/Docs

Education

Vancouver Film School
Game Design Diploma
Oct 2021 – Oct 2022
BCIT
Computer Systems Technology
Sept 2020 – May 2021
(Incomplete)

Hobbies

Anime
Video Games
Baking

Professional Projects

MARCUS Literacy Project   Jan 2023 – Now

Unity | C#

General Programmer (Volunteer)
MARCUS is an upcoming visual novel game aimed at helping children with reading proficiency problems

Personal Projects

Strange Depths   Jan 2023 – Feb 2023

C++

General Programmer
- Designed and created gameplay systems for a 2D Dungeon Crawler
- Created rendering pipeline to render text files with transparency onto Windows terminal
- Used multi-threading for more efficient rendering
- Created Event System using observer patterns for in-game event triggers
- Created Loot Table system to dynamically generate items

Tiempo   May 2022 – Oct 2022

Unity | C#

General Programmer | Team of 6
- Documented and coded gameplay scripts/systems for AI and Time Rewind ability from scratch
- Documented and coded functionality for 3D UI and HUD for both keyboard and controller compatibility
- Optimized level and gameplay mechanics to create a smooth gaming experience
- Kept strong communication with development team to make sure scripts were in line with design and core pillars
- Supported development team with Git/Source Control issues

On A Roll   Mar 2022 – Apr 2022

Unity | C#

General Programmer | Team of 5
- Won Best Term Project Award
- Designed, documented, and coded physics based gameplay scripts/systems from scratch
- Scripted functionality for 2D UI and HUD for only keyboard support
- Scripted character animation blending
- Scripted audio systems to support attenuation and volume control