

Ken Li

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Education

University of Alberta

BSc Specialization in Computing Science
and Certificate in Computer Game Development

Sept 2015 – Apr 2020

Edmonton, AB
Major GPA: 3.3

Skills

Programming Languages

Python, C, C++, C#, JavaScript, Java

Programming Related Knowledge

*HTML, CSS, SQL, Django, Git, Windows,
Linux (CLI), Agile Methodologies, OOP*

Game Engines

*Unity, Aurora Engine, Game Marker Studio,
RPG Maker MV*

Microsoft Office

Word, PowerPoint, Excel

Adobe Creative Cloud Suite

Photoshop, Illustrator, Lightroom, Premiere Pro, XD

Other Software

Vegas Pro, Blender, Cinema 4D

Projects

Thea.png

Unity and C#

A game created in Unity where you explore the files of a computer, unraveling any secrets kept by the owner.

<https://fifty-fifty.itch.io/theapng>

Haptik

Django, React, and React Native

A mobile and web application used to track important times and events during a resuscitation.

Awards

CMPUT250 2016/17 Game Development Award for Excellence in Art and Design

Vadim Bulitko

Other Work Experience

Durabuilt Windows & Doors

Edmonton, AB

Window Line Helper

May 2019 – Aug 2019

Special Door Line Helper

May 2017 – Aug 2017

Window Line Helper

Jun 2016 – Aug 2016

- Had to be knowledgeable on over 100 different combination of windows and 7 type of doors
- Had to work efficiently as a team of up to 20 members and as an individual
- Had to be adaptable (ability to work on 5 different lines)
- Ability to pay attention to details (quality control)
- Ability to use a tape measure accurately (metric and imperial)
- Comfortable with power tools such as pneumatic/electric drills and miter saw

Interests

Bleeding-Edge Technology

Graphic Design

Photography and Video Production

Miniature Painting