Eugene Li

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EDUCATION

Georgia Institute of Technology, Atlanta, GA — May 2029
Bachelor of Science in Computational Media, Concentration: Intelligence Games
Cumulative GPA: 3.85/4.0

TECHNICAL SKILLS

- **Software & Tools:** Unity Engine, p5.js, React.js, Procreate, Adobe Photoshop, Canva, Aseprite, Figma, Blender, Git
- **Programming Languages:** JavaScript, Java, C#, Python, HTML, CSS

OTHER QUALIFICATIONS

- **Works well with others, clearly communicates and contributes to the overall success of any group.**
- **Quick to learn any software or programming language.**

PROJECT EXPERIENCE

VGDev, Club for Videogame Development in Georgia Tech: *Unity Engine and C#* — September 2025 – May 2026
- Collaborated with others in the development of games, contributing to a majority of the computer programming and artistic development of projects.
- Was awarded VGDev's Deleonic Award for outstanding performance on and contribution to two separate projects:
- "*3…2…1…Draw!"*: player movement and animation; background and character art — September – January 2025
- "*Morel Dilemmas"*: food, environment, interior art; quality of life features — February 2026 – May 2026

GTWebDev, Club for Web Development in Georgia Tech: *React.js, JavaScript, CSS, HTML* September 2025 – December 2025
- Was assigned to a team of developers for an application called *"GTCalender".*
- Was initially inexperienced with React.js but quickly learned throughout the project's lifetime.
- Contributed by catching and debugging various codebase issues.
- Handled frontend web design in CSS, ensuring cohesive visuals.
- Led the creation of the project's logo in collaboration with the rest of the dev team.
- Presented the final product to an audience of 50+ people as part of the organization showcase.

Final Project for LMC2700, *"The Gold Code"*: *Processing/p5.js, JavaScript* — March 2026 - April 2026
- With a partner, constructed a fully functional visual novel in JavaScript
- Responsible for programming and story writing

Final Project for LMC2720, "Cosmic Brew": *Figma* — March 2026 - April 2026
- Collaborated alongside three other group members, tasked with the goal of creating and advertising as a mock company.
- Applied principles of brand strategy and visual design to construct a cohesive brand and logo for a café company.
- Responsible for the design of company barista uniforms and company product coffee beans.

Personal / Solo Dev Projects: *p5.js Unity Engine, JavaScript* — 2025-2026

"Animal Simulation" — February 2026
- Simulated linked chains of vector points (pulled from the p5.js library) using principles of inverse kinematics to visually represent realistic movement of animals such as rodents, serpents, and aquatic fish.

"Physics Simulation" — March 2026
- Created an interactive physics simulation of multiple object collisions using vector mathematics.
- Completed implementation without the use of external physics libraries to improve understanding of logic behind modern physics engines.
- Calculations include air and ground movement, static and dynamic collisions, and object collisions.

"Hive Minds" — July 2026 – August 2026
- Coded a mock puzzle videogame using Unity Engine without the use of tutorials or guides
- Encountered, learned from, and overcame many obstacles that occurred during the development process.

WORK EXPERIENCE

Receptionist & Office Intern, **Georgia China Visa**, Doraville GA — June 2026 – August 2026
- Greeted and guided clients through the Visa application process, ensuring clear communication that allowed clients to understand the nuanced process succinctly.
- Gathered the necessary documents, found inconsistencies within Visa applications, managed spreadsheets containing client information, organized incoming mail regarding visa applications, and assisted with packaging and shipment of visa applications.
- Assisted in development of company website and created informational graphics throughout the workspace.

Undergraduate Teaching Assistant, **Georgia Institute of Technology**, Atlanta GA — August 2026 – Present
- Facilitated weekly recitations for a diverse class of students, enhancing their understanding of complex computer science concepts.
- Assessed and graded assignments while also providing individualized feedback to promote each student's growth and success in the course
- Collaborated with other teaching assistants in facilitating each other's success.

CAMPUS AND COMMUNITY INVOLVMENT

Programmer and Artist*,* **VGDev***,* Atlanta, GA — September 2025 – Present
Developer, **GTWebDev,** Atlanta, GA — September 2025 – January 2026
Volunteer, **TrueLove Impact,** Marietta, GA — January 2024 – May 2025
Volunteer, **Sketching With Seniors,** Marietta, GA — July 2025-February 2026
Violinist, **Walton Chamber Orchestra**, Marietta, GA — August 2023-May 2025
Varsity Rower, **Atlanta Junior Rowing Association,** Atlanta, GA — January 2022 – May 2025