

Harold Hiu Fung Li

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Summary of Qualifications

- 3+ years experience in the gaming industry
- Worked on 4 titles on current generation platforms (PSP, Nintendo DS, Xbox 360, PS3)
- A good understanding of a complete product development cycle
- Designed, developed and self published 4 iOS applications
- Proficient at learning scripting, programming languages, and other tools
- A team player who works well with others, and able to prioritize and work independently
- Committed to the project and achieving the best results on time
- Strong knowledge of good video game design, market needs, and what today's players expect from their games

Specialties

- **Game design**
 - Combat design
 - Character reaction, animation transition timing
 - Player response and feedback
 - AI design
 - Character movement decision-making
 - Attack selection, difficulty balancing
 - UI design
 - Game flow design
 - UI object placement, dealing with usability
 - Game system design
 - Item system, character growth and progression
 - Player experience design (Achievement and Rich Presence system)
- **Exposure to**
 - In-house scripting language
 - In-house world editors
 - Valve Hammer Editor
 - iOS Development
 - Adobe Photoshop, Softimage XSI
- **Prior experience and exposure to**
 - Java
 - PHP, Perl
 - C++, C#
 - SQL
 - Content Management Systems

Education

University of Waterloo, Waterloo, Ont.

Sept 2002 - April 2007

Bachelor of Computer Science Co-op

Key courses taken:

- **Intro to Computer Graphics:** Wrote a Ray Tracer and developed 3D OpenGL 'Game' in 2 Weeks
- **User Interfaces:** Dealing with usability, application behaviour and user expectations in software
- **Artificial Intelligence:** Introduction to concepts such as Bayesian networks and A* path finding
- **Building Simulations & Games for Learning:** Using Valve's Hammer Editor to create a simulation environment

Work experience	TECMO KOEI CANADA Inc., Toronto, Ont.	June 2007 - March 2011
	Creator	
	Warriors: Legends of Troy (Xbox 360/PlayStation 3)	(Sept 2009 - Feb 2011)
	<ul style="list-style-type: none"> ▪ Designer <ul style="list-style-type: none"> ○ Designed and implemented a Boss fight using limited art and animation resources ○ Designed Achievement and Rich Presence system ○ Implemented and refined action combat system based on testing feedback 	
	Dynasty Warriors 6 (Japan Only)(PlayStation Portable)	(March 2009 - Sept 2009)
	<ul style="list-style-type: none"> ▪ Designer <ul style="list-style-type: none"> ○ Managed UI/Menu schedule, designed menu flow for PlayStation Portable port ▪ Programmer <ul style="list-style-type: none"> ○ Rewrote key UI files based on existing code base ▪ Production <ul style="list-style-type: none"> ○ Created and managed testing schedule, bug tracking and verification process 	
	Warriors Orochi 2 (PlayStation Portable)	(April 2008 - February 2009)
	<ul style="list-style-type: none"> ▪ Designer <ul style="list-style-type: none"> ○ Handled Stage Conversion using existing data, 3D modeling work using Softimage XSI ▪ Production <ul style="list-style-type: none"> ○ Managed testing schedule and bug tracking ○ Handled screenshot capture for manual/press release use 	
	Prey The Stars (Nintendo DS)	(August 2007 - March 2008)
	<ul style="list-style-type: none"> ▪ Programmer <ul style="list-style-type: none"> ○ AI, UI implementation, created UI features for EU/JP regions ○ Optimized performance and improved character navigation and movement ▪ Testing/Localization <ul style="list-style-type: none"> ○ Working with external company (Enzyme) for bugs/language fixes 	
	Symcor Inc., Mississauga, Ont.	Jan - Apr /Sept - Dec 2006
	Application Developer	
	<ul style="list-style-type: none"> • Created logging and configuration software package for legacy, deployed and future products • Created Web Service application for developers to use as testing tools 	
	Transport Canada Aviation Forecasting Group, Ottawa, Ont.	May 2005 - Aug 2005
	Design and Programming Assistant	
	<ul style="list-style-type: none"> • Created ASP.NET web services using both VB.NET and C#.NET • Migrated existing web services to a new Secure Channel implementation 	
Activities & Interest	iOS Application/Game Development (Search "Harold Li" on the iTunes Store)	April 2011 - Present
	<ul style="list-style-type: none"> • Designed, developed and shipped 4 iOS applications using iOS SDK • Currently developing a game using Cocos2D framework, handling all disciplines of game development: Programming, Design, Art, Music and Production management 	
	Developed CMS based personal website (www.haroldli.ca)	May 2005 - Present
	<ul style="list-style-type: none"> • Designed multiple iterations of graphics and layout design for website • Designed and implemented custom Content Management System using PHP and MySQL • Created custom text parser based on BBCode to allow content creation without HTML knowledge 	
	Founder and President of the UWGamers Club (www.uwgamers.org)	August 2005 - April 2007
	<ul style="list-style-type: none"> • Formed a Federation of Students approved club to promote gaming as a social activity • Organized events and tournaments for club members 	
Volunteer experience	University of Waterloo Math Graduating Committee - Yearbook Editor in Chief	June 2006 - May 2007
	<ul style="list-style-type: none"> • In charge of recruiting, delegating and management work • Designed layouts, graphic artwork and themes 	