



CHENG LI | Technical Artist
• **aaron** | Game Developer

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Education

Carnegie Mellon University, Pittsburgh, PA

Entertainment Technology Center (ETC) School of Computer Science

GPA: 3.80/4.00

Master of Entertainment Technology, May 2016 (expected)

Relevant Courses: Building Virtual Worlds,
Technical Animation, Distributed Systems

Mechanical Engineering (MechE) Carnegie Institute of Technology (CIT)

GPA: 3.96/4.00

Master of Science, May 2014

Relevant Courses: Computer Vision, Machine Learning,
Algorithm & Data Structure, Engineering Computation

Beijing University of Aeronautics and Astronautics

Aircraft Design and Engineering School of Aeronautical Science and Engineering

GPA: 3.70/4.00

Bachelor of Engineering, Jul 2013

Extracurricular Activities

Helped **805,246 netizens** with their problems in Baidu
iknow (an online question-and-answer knowledge sharing
platform, similar to Ask.com)

Volunteered as a primary school teacher instructing
English and Mathematics

Skills

Python
C++/C#/C
Unity
Perforce

Autodesk Maya
Autodesk 3dx Max
Adobe Photoshop

Awards

- Winner @ **Microsoft Student //GameOn Contest**

Academic Projects

Technical Animation

@ CMU as a Graphic Programmer - Jan.2015 - May. 2015

- Implemented and compared existing method of solving inverse kinematics
- Implemented constrain-based and spring-mass cloth simulation with different integrators

Cave Interactive Experience

@ CMU as a Technical Artist - Jan.2015 - May. 2015

- Designed and developed prototypes within Unity with different input devices(Kinect, Myo Armband, Phidgets, Motion Floor)
- Updated ETC Wiki about the Cave and made tools within Unity and Maya

Building Virtual Worlds

@ CMU as an Artist - Sep.2014 - Dec. 2014

- Designed virtual worlds for guests every 2 weeks with new technologies (Kinect, Oculus Rift, Leap Motion)
- Modeled 3D objects by Maya and animated 2D models by Unity3D

3D Mesh Reconstruction Based on 2D Images

@ CMU as a Programmer - Feb.2014 - May. 2014

- Extracted images features and matched interesting pixels from different viewpoints with new descriptor
- Developed exiting algorithm to be faster, more stable and less expensive
- Built mesh based on sparse points using Delaunay Triangulation and refined the result by a-shape

3D Jigsaw Puzzle Game (C++/OPENGL)

@ CMU as a Programmer - Oct.2013 - Dec. 2013

- Completed the logic part and the integration of the whole program
- Organized the whole team and delegated tasks to group members