QIANZHE(NICK) LI

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https://www.gamernickli.com/

EDUCATION

University of Southern California Sept. 2024 – Present

Master of Science, Computer Science, Game Development Track

Cumulative GPA: 3.7/4.0

New York University, Tandon School of Engineering Sept. 2020 – May 2024

Bachelor of Science, Computer Science

Cumulative GPA: 3.76/4.0 | Dean's Honor List

Minor in Game Engineering

PROJECTS

BLUE Sept. 2025 – Present

Gameplay Engineer (C++), Technical Designer Los Angeles, CA

- Built a real-time propulsion solver for flight control as a standalone gameplay service
- Implemented a weapon framework using Unreal GAS to support extensible abilities
- Designed an Input Mapping Context auto-switch system to manage control schemes cleanly across states
- Implemented a navigation module for AI-controlled ships and weapons

Top-Down Commitment-Based Action Game Framework Dec. 2024 – Present

Engineer Los Angeles, CA

- Designed and implemented a top-down action framework in Unity focused on committed combat
- Built a decoupled pipeline for input, actions, animation, VFX, and SFX, designed for extensibility
- Implemented input caching/buffering to improve responsiveness while preserving timing-based gameplay
- Implemented data-driven moves/weapons with a graph-based combo tree for routing
- Created visualized node-based combo tree editor tool
- Added runtime debug visualization for action/FSM state and timing windows

Node-Based Dialogue System + Graph Editor (Unity) Oct. 2025 – Present

Engineer Los Angeles, CA

- Built a custom node-graph editor to author dialogue graphs (create/edit nodes + connections) with persistent save/load to reusable graph assets
- Implemented a runtime dialogue runner that traverses the graphs, supporting branching flow
- Added choice/option nodes to support multiple player responses and branching outcomes
- Prototyped condition-based branching (evaluation rules + conditional transitions)

ACTIVITIES

President, USC Kendo Club Sept. 2025 – Present

- Led club operations and officer coordination; organized twice-weekly practices(~20 attendees)
- Managed several tournaments participation logistics(registration, travel, lodging) and member communications

SKILLS

Programming: C++, C#, Python, OpenGL, GLSL, Java, GML, JavaScript, SQL

Version Control: Git, Perforce, Diversion

Software: Unity, Unreal, GameMaker Studio 2, Maya, AutoCAD, Zbrush

Languages: English, Mandarin, French, Japanese