

Chengxiang Li

Gameplay Programmer
Engine Programmer
Technical Designer

734-882-5601 | lcx@umich.edu | www.linkedin.com/in/chengxiangli/ | <https://www.chengxiangli.com/>

I am a gameplay programmer and technical game designer focusing on game AI, animation, game physics, and XR interactions. I am also an architect interested in combining critical and narrative architecture space design with level design.

SKILLS

Game Engine
Programming Language
SDK
Modeling Tools
Design Tools
IDE & Version Control System
Languages

- Unreal 4/5, Unity 3D, Persoanl Custom C++ Game Engine for 2D/3D/XR
- C++, C#, HLSL, Python and Lua
- OpenXR, NVIDIA PhysX, FMOD, TinyXML, stb_image
- Rhino, Grasshopper, Blender, 3ds Max, Maya
- Illustrator, Photoshop, Indesign, Substance 3D Painter, Visio, Premiere
- Visual Studio and Perforce
- Professional English and Native Chinese

PROFESSIONAL

EXPERIENCE

Dallas, Texas
June 2024 - Jan 2025

Unreal 5 Game Project (22 people): 3rd person action game, expecting 2025 Q1
The only Animation Programmer on the Team & Gameplay Designer

- Develop character animation state machine and IK control rigs with artists
- Code player controller to control character abilities and trigger animations

Dallas, Texas
January - May 2024

Unreal 5 Game Project (47 people): Multi-player racing game, published on Steam
AI Programmer & NPC System Designer

- Design and code the steering of AI vehicles, simulating human players
- Work with other programmers to create, simplify, and finalize the state machine
- Create AI behavior tree alone to execute all the tasks for every state

Dallas, Texas
Spetember - December 2023

Unity 3D Game Project (4 people team): 2D platformer on Android device

The only Programmer on Team & Gameplay Designer

- Design and code the player touch control interactions and sound settings
- Design and code character movement, abilities, animation states, environment interactions, and related visual feedback

Ann Arbor, Michigan
Feburary - May 2023

Center for Academic Innovation

XR Technical Artist

- Envirnmental design of the University of Michigan for the *Spatial* platform
- Building and vegetation modeling, baking, and shader design

San Francisco, California
Feburary 2023

SITELAB Urban Studio

Intern urban designer

- Urban research and design of the Richmond Hilltop

EDUCATION

Aug 2023 - May 2025

Southern Methodist University, Dallas

- Master of Interactive Technology at Guildhall, software development track

Sep 2021 - May 2023

University of Michigan, Ann Arbor

- Master of Architecture at Taubman College of Architecture and Urban Planning

Sep 2015 - Jun 2020

Beijing University Of Technology, Beijing

- Bachelor degree of Architecture Design

ACHIEVEMENTS

Awards:

- XR Student Fellowship, University of Michigan (2023)

Research:

- AR Educational Escape Room Design with Prof. Michelle L. Aebersold (2023)

Exhibition:

- VR Experience Design, Taubman Visualization Lab (TVLab) Trade Show (2023)
- XR at Michigan Summit 2023