

Skype: lincoln.g.li

LINCOLN LI

SCRIPTER / DESIGNER

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WWW.LINCOLNLI.COM

Designer experienced in gameplay, level, and audio scripting. Versatile in systems, sandbox, audio, level and multiplayer FPS design. Personal passions include gameplay and encounter design, specifically the creation of scripted moments. Seeking mid - senior level positions at Game Studios working on exciting projects in RPG, Open-World, Action Adventure or Strategy genres.

TECHNICAL SKILLS

- ▲ C Scripting Language (CSL)
- ▲ IW Engine
- ▲ Halo 4 Engine
- ▲ Id Tech 5/6
- ▲ Blueprint
- ▲ Unreal Engine 4
- ▲ Adobe Illustrator
- ▲ Adobe Photoshop
- ▲ Unreal Engine 3
- ▲ Perforce / SVN
- ▲ Bugzilla / DevTrack / JIRA
- ▲ Lua

PROFESSIONAL EXPERIENCE

Certain Affinity; Austin, TX

Feb 2016 – Sept 2016

*Audio / Level Scripter – **Modern Warfare Remastered** (Multiplatform): Shipped 11/4/2016*

- Sole scripter on sound effect implementation for triggered gameplay scenes
- Adjusted sub-mixes, DSP values, and emitter placement during co-dev with partners (8 levels)
- Balanced and designed individual sound effect properties for level ambience
- Map Team Lead, responsible as design point for Death From Above, No More Fighting, and Mile High Club
- Supported art team with scripting, in particular fixing gameplay bugs that occurred from World Building
- Designed, pitched and implemented upgraded scripted destruction events for flying gunship sequence

Certain Affinity; Austin, TX

June 2015 – Feb 2016

*Level Designer – **Mafia III** (Multiplatform): Shipped 10/7/2016*

- Responsible for prop layout, specifically generic combat zones useable by randomized mission AI
- Part of level design team for environment prop placement / design in three open world districts
- Implementation specialist on the cover and navmesh system for CA's design team
- Designed and propagated AI combat kits for randomly generated missions
- Designed, placed and balanced AI combat and stealth encounters for District Hideouts

Certain Affinity; Austin, TX

Jan. 2015 – June 2015

*Systems Designer – **Doom** (Multiplatform): Shipped 5/23/2016*

- Spawn system designer, used heat maps to measure spawn efficiency and balance implementation
- Aided progression designer in balancing the experience / reward loop for OOG stats
- Camera shake implementation / design for explosive weapons and equipment
- Gameplay and UI scripting for Domination, Freeze Tag, War Path, Soul Harvest, and Clan Arena

Certain Affinity; Austin, TX

Jan. 2014 – Dec. 2014

*Systems Designer / Scripter – **Halo 2 Anniversary MP** (Xbox One): Shipped 11/11/2014*

- Scripted MP Game Modes: Juggernaut, CTF, Slayer, Oddball, Ricochet and King of the Hill
- Re-designed, balanced and implemented all weapon melee damage based on Halo 2 sandbox
- Designed multiple novel Juggernaut game modes, and implemented the innovative Gungoose CTF
- Implementation of audio, UI markers, HUD notifications, achievements and medals for above game modes
- Co-designed and implemented camera shake and recoil for weapons and vehicles
- Implemented and co-designed vehicle sandbox based on Lead Sandbox Designer specifications

WB Games QA; Bothell, WA

9 Months, 2010 - 2011

*QA Tester – **Batman: Arkham City** (PS3 / 360 / PC): *Shipped**

- Tested Ambient, Environment, and VO Audio
- Tracked and monitored bugs / issues via JIRA
- Creation of test cases for Voice-Over dialogue

Zipper Interactive; Redmond, WA

9 Months, 2011

*Tools / MP QA Tester – **SOCOM 4** (PS3): *Shipped**

- Tested proprietary Level Design (**Magellan**) software and plug-ins on Maya 8.0 & 2010
- Performed daily compilation tests, Magellan error checkups and Lua script issues
- Tested Multiplayer and Coop game content for bugs, graphical, game-play & design flaws
- Wrote and tracked bugs via **Bugzilla** and **DevTrack**

EDUCATION**The Guildhall at Southern Methodist University***Graduation – Dec. 2013**Plano, TX 75024*

- Master of Interactive Technology (MIT) in Digital Game Development, Specialization in Level Design
 - **Thesis:** Traditional vs. Modular Development in Multiplayer Level Designer
 - Student Activities Committee Treasurer; 2011 – 2012

Purdue University*Graduated – Dec. 2009**West Lafayette, IN 47907*

- Bachelor of Science in Computer Graphics Technology

PERSONAL ACTIVITIES**Mentoring / Design Talks**

- Mentored SMU Guildhall and University of Texas Game Design students
- A-Kon 2015
 - From Indie to Triple A, a talk on the transition from Indie Development to Triple A Design
 - Portfolio Review with Environment Artist colleagues
- Southern Methodist University Guildhall
 - Gave a presentation to 2015 Cohorts on first year in the Industry as a Designer
- Austin Games World Summer Camp 2016
 - Presentation on Design for youth – teenage game development students

Ultimate MMA Fitness

- MMA and Brazilian Jiu Jitsu

Dance Austin Studios

- Hip Hop, Jazz, Contemporary, Break Dance

Go Dance

- West Coast Swing