

JIAHONG LI

Game Developer · 3D Animator · AI Creative Tool Researcher

✉ lijiahong2025@gmail.com ☎ +86 185 6621 9856 📍 Songshan Lake, Dongguan, Guangdong, China 🌐 jiahong2077.cn

EDUCATION

Master of Information Technology (Artificial Intelligence)

Mar 2027 – Dec 2029 (Expected)

The University of Melbourne, Melbourne, Australia

Focus: AI-driven creative tool R&D, human-AI collaboration paradigms in game development

Bachelor of Communication (Honours) in Animation and Interactive Media

Sep 2022 – Jun 2026

Beijing Normal University – Hong Kong Baptist University United International College (BNBU), Zhuhai, China

GPA: 3.5/4.0 | Rank: 5/62 (Top 8%) · Scholarship: On-campus Scholarship, Second-class Award (2023, 2024, 2025)

Relevant Coursework: Virtual Reality Art, Production Methods, Programming Fundamentals for Interactive Media, Interactive Graphics, 3D Modelling, Animation

TECHNICAL SKILLS

Programming	C#, Python, Java
Game Engines	Unity, Unreal Engine 5, Godot
3D & Animation	Blender, Maya, ZBrush
Design & Post	Photoshop, Figma, DaVinci Resolve, Substance Painter
AI Tools	Hunyuan3D, Doubao (AI coding & asset generation)
Other	VR Development, Shader/Material, AutoRigPro

KEY PROJECTS

Guernica VR — Interactive Art Museum Experience (Graduation Project)

Aug 2025 – May 2026

Unity · C# · Blender · Hunyuan3D · AI-assisted coding

Designed an immersive interactive museum inspired by Picasso's anti-war masterpiece *Guernica*, guiding players through 6 progressive mini-games that reveal the painting's story, symbolism and creative process. Each level maps to a thematic element: flower arrangement (unfulfilled dreams), tending a campfire (hope), a chess duel (dreams vs. destruction), a chase scene (fleeing civilians), protecting civilians, and a final boss battle (the Bull of War). Combined classical art education with game technology, turning audiences from passive observers into active participants.

<https://youtu.be/KH-DCTu50rc>

Beetle Simulator — Micro-world Exploration Game

May 2026 – Jun 2026

Unreal Engine 5 (Blueprints) · Custom Shaders · Animation State Machine

Built a casual exploration game entirely with UE5 Blueprints (no C++), implementing ground crawling, wall climbing and low-altitude flight based on insect biomechanics. Implemented a Day Sequencer day-night cycle, compound-eye post-processing (custom stencil buffer masks), 2D BlendSpace animation blending, and custom gravity & collision presets. Systematically solved 9 engine-level issues (animation artifacts, audio overlap, collision failures, camera-movement decoupling), shipping a stable playable demo.

https://youtu.be/z_Yvp-ultpo

Virtual Escape — VR Multi-Reality Escape Game

Feb 2025 – May 2025

Unity · C# · Blender · VR Headset · Course: AIM3183 Virtual Reality Art

Designed a sci-fi VR escape game exploring the layered realities of "truth", "virtual" and "false" across 5 progressively disorienting scenes. Players start in a cozy room and pass through spaceship corridors, a virtual city and a procedural world, finally seeing the real world through the headset's passthrough camera. Each scene's atmosphere and interaction design hints at its nature, prompting players to reflect on their perception of reality.

<https://youtu.be/AQjm13kEhI>

Medic Simulator — Battlefield Memory First-Person Experience

2025

Unity · Blender · Team Project (all environment/scene production)

A first-person experience portraying a retired military medic whose mind, haunted by battlefield memories, can no longer tell everyday reality apart from the war zone: calm domestic scenes and brutal trench warfare constantly interleave and bleed into one another. Contributed to this team project as the environment producer responsible for **all scene production** — building every environment in Blender and integrating them into the Unity scene with mood-driven lighting.

<https://youtu.be/HFMJz-fQVIs>

Five-Water-Formed Fists — 3D Animated Short Film

2025

Blender · DaVinci Resolve · AutoRigPro

Created a martial-arts 3D short fusing the traditional Chinese "Five Animals" fist styles (Tiger, Snake, Leopard, Crane, Dragon) with Bruce Lee's philosophy of "be water". Set around a pool in a bamboo forest, with a manually modified HDRI lighting the inner-world

sequence; characters rigged with AutoRigPro. Rendered PNG sequences composited and cut in DaVinci Resolve with camera and animation progressing in sync.

<https://youtu.be/Wjli50PeL3k>

Sonic Run — Coin Collection Adventure Game

Apr 2025

Unity · C#

Developed a Sonic-themed exploration game with WASD movement, sprint, bounce mechanics and a unique ball-form transformation enabling omnidirectional air dashes. Food-themed level elements (macaron jump paths, pudding bounce pads, cola-can random jets) assist mid-air coin collection in a time-limited high-score loop.

<https://youtu.be/1nVFyQcUOTw>

Space Survive — Pixel-Art Survival Game (AI-Generated Assets)

2025

Godot Engine · AI Asset Generation (Doubao) · Pixelation Pipeline

Explored a fully AI-assisted indie pipeline: all art assets generated by Doubao AI, pixelized through a custom processing website, then assembled in Godot. Designed strategy-driven survival gameplay emphasising resource management and exploration in a hostile space environment.

https://youtu.be/Mwj7DU_4FiE

Cyberpunk City — 3D Scene & Shader Art

2025

Blender · Unreal Engine 5 · Custom Shaders

Built a cyberpunk city night scene in Blender, rendered in UE5 with custom shader materials for neon lighting and a rain particle system to create atmosphere.

<https://youtu.be/YjFnK1BvLFw>

Alien Secret Action — Character Modelling & Concept Design

2024

Maya · Substance Painter · Photoshop · Hand-drawing

Modelled 5 human characters (John, Paul, Mike, Jason, Eva) from scratch for an alien-invasion story, placed in a restaurant scene, with full sculpting, three-view turntables, UV unwrapping and texturing (Maya + Substance Painter). Produced a concept design document with character sketches, design reasoning and animated storyboards.

INTERNSHIP EXPERIENCE

Designer / Illustrator & Social Media Operation Assistant

Jul 2023 – Aug 2023

Shenzhen Kaile Xinlian Culture and Technology Co., Ltd., Shenzhen, China

- Designed 15+ sets of expression stickers for the company IP, deployed on WeChat sticker packs and social media campaigns.
- Assisted community operations (WeChat official account, Douban groups) with daily content updates and maintenance.
- Handled offline promotion events for the company IP characters.

AWARDS & RECOGNITION

- On-campus Scholarship, Second-class Award — BNBU (2023, 2024, 2025, three consecutive years)
- Academic Rank 5/62 (Top 8%) — Animation and Interactive Media program