

Haojun Li

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SUMMARY

Game Design student at Sheridan College with academic project experience in Unreal Engine and Unity. Combines C++, C#, HLSL, and Blueprint knowledge with Niagara, Houdini, EmberGen, and Maya workflows. Interested in technical art, real-time content integration, and solving technical problems in collaborative development.

EDUCATION AND EXPERIENCE

Sheridan College

Honours Bachelor of Game Design

Oakville, ON

Sept. 2024 – Present

Sheridan College

Programming Tutor

Oakville, ON

Sept. 2026 – Present

TECHNICAL SKILLS

Game engines: Unreal Engine 5 (Blueprint), Unity

Programming: C++, C#, HLSL (shader programming)

Real-time VFX: Niagara integration; EmberGen smoke, fire, and explosion assets

Procedural workflows: Houdini cloning and fracture simulations

3D content: Maya polygonal modeling and asset preparation

ACADEMIC PROJECTS

Scotch Tape Air Force

Unreal Engine (Blueprint) | Team project, Design Week

- Resolved compatibility issues between third-party Joy-Con plugins and Unreal Engine versions, enabling stable gyroscope input integration.
- Implemented tilt-based aircraft controls using Joy-Con gyroscope input in Blueprints.
- Built and integrated gameplay actors and visual effects to provide responsive feedback and improve moment-to-moment gameplay clarity.
- Developed aircraft movement, obstacle collision, destruction logic, and game state handling in Blueprints.

The Long Road

Unreal Engine (Blueprint) | Solo narrative game project

- Integrated audio assets and assembled 3D environments from existing assets to support narrative pacing and gameplay flow.
- Developed dialogue UI and player interaction systems connected to level transitions and game state management.
- Designed and implemented branching dialogue and rule-based condition systems for narrative choices, story progression, and scene transitions.
- Authored branching storylines and outcome-driven gameplay structure.

Project portfolio: <https://haojunli.dev/>