




SYLAR LI

Web Developer & UI/UX Designer

 <https://sylar-li.com>

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 Philadelphia PA

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Education

Drexel University

User Experience and Interaction Design (BS)
Digital Media (MS)

Philadelphia, PA
Anticipated Graduation: June 2024
Cumulative GPA: 3.56

Work Experience

Nightkitchen Interactive

Interactive Developer

Philadelphia, PA
March 2022 - Sept. 2022

- Collaborated with a team of developers on interactive projects using the Git version control
- Utilized the React framework to develop websites and interactive experiences for museum clients
- R&D for a Unity based large-scale touch table interactive experience including creating NPC AI
- Created custom shaders using Unity shader graph and simple HLSL language

The Glimpse Group

Technical Artist

New York, NY
March 2021 - Sept. 2021

- Utilized Unreal Engine to create fully procedural outdoor landscape environments
- Built landscape mesh, texture, foliage and water using different 3D software
- Captured 360 virtual environments in Unreal Engine to create HDRI and implemented it into Unity for the native Oculus Quest app

PROJECTS

Virtual Human Real-Time Performance Capture

Motion Capture Technician

- Worked with a small team of students, combined data from multiple motion capture systems to create full-body performance capture. Collaborated with a live actor to create a real-time virtual performance.

Relevant Skills

Web Dev: PHP, React, Svelte, MySQL, Firestore

UI/UX: UI/UX Research and Prototyping,
Storytelling for UX

Game Dev: Unreal Engine Unity

3D: 3D Modeling, Performance Capture, 3D
Scanning, Procedural Environment