Bandi Li

李伴笛 · 리반디

I think in rules, and I find them with a carving knife.

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Education

International School of Beijing · IB Diploma Programme — 2025 – May 2027

HL: Mathematics AA · Physics · Chinese B SL: English A · Chemistry · Economics

Languages: Korean · English · Mandarin Chinese

Games & work

Error 404: File Has Been Corrupted · videogame — Oct 2026

Unity · C# · solo 2D point-and-click on a fake desktop: find the password, back up the key file, keep the virus down until help arrives. Design, art, code. Play: bandili.itch.io/error404-file-has-been-corrupted

Error 404 · tabletop version — June 2026

analog · 2 players · solo Tile-laying board game of the same idea, Virus vs. PC on a 9×9 motherboard. Wrote the rules, drew and printed 60 circuit tiles, built the board, playtested.

Chicken Population in Minecraft · maths investigation — 2026 – now

IB Math AA IA · Python · Minecraft How long does a flock take to grow from one chicken to a hundred on its own eggs? Probability model, Python simulation, and an automated egg machine in the game for accelerated trials. In progress.

Unfinished · visual novel — Oct 2025 – now

Ren'Py · solo · CAS project Point-and-click visual novel: a school day unravels into the place where abandoned assets and ideas end up. Writing, hand-drawn art and code. This site is built in its look.

Unreal Engine Shooter · 3D shooter — July 2025

Unreal Engine 5 · team of 3 · 5 days Team lead for "Scary Game Devs" at the iD Tech Game Design Academy, Stanford. Built the valley level and the enemy spawn system; merged three people's work into one build.

Morning Routine · 2D puzzle game — Dec 2024

Snap! · solo Get ready for work before the timer runs out. Design, code and pixel art, for Intro to Programming at ISB.

Tower Defense Tileset · pixel art — 2023

artist Three themes of 16×16 tiles, drawn so a classmate could build any map for his tower defense game.

Skills

engines	code	design	art
Unity · Unreal Engine 5 · Ren'Py · Snap!	C# · Python	game & systems · level · tabletop · prototyping & design docs	pixel art · Procreate · Magma · hand carving

Also

iD Tech Game Design Academy with Unreal Engine 5 · Stanford University — July 2025

Certificate; instructor's note: led the team, built "the top-class level and the spawn system."

Kendo — 2025 – now

Weekly practice. Said no to it for years, then started, then stopped skipping.

Badminton — 2023 – now

Three years and counting; the sport I've kept up longest.

Calligraphy & East Asian ink painting — 2018 – 2025

Calligraphy first, then ink painting, up to Grade 10. The seal up top is mine: a Minecraft block.

Library volunteer · public library, Beijing — 2026 – now

Shelving and sorting. Recently started; the part of the week I look forward to most.

Sticks — ongoing

Skinning sticks with a carving knife, one layer at a time. Essay at bandithefirefly.com/sticks.html