

Jinda Li Game Programmer



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PROJECT EXPERIENCE

They Are You Roles: Programmer (team of 8)

Best Student Game of Finland, Second Place, BitI Competition 2022. “You become who you kill”

- Designed and developed a data-driven code structure with Unity and C#.
- Programmed main gameplay content including character control, transformation logic, combat system, **logic/graphics of vision**, etc.

The Near World Roles: Team Leader, Designer, and Programmer (team of 5)

3D pixel-style story-based game

- Responsible for gameplay programming. Implemented an AI opponent with **ML-Agent**.
- Managed a team of 5 members and establish a working pipeline with a project management tool.

Jormungand Roles: Programmer (team of 8)

Puzzle platform game that everything can loop in the screen

- Programmed the mechanism of loop space. Implemented a reliable **object synchronization system** to support the game design.

Find all my games at <https://neiljinda.github.io/>

WORK EXPERIENCE



Naraka: Bladepoint, 24 Entertainment, NetEase Games

An action-adventure battle royale game, 180k concurrent steam players at peak
Game Designer Intern

May- July 2021

- Optimized movement experience **in close collaboration with programmers.**
- Organized the animation requirement document to **optimize the art asset pipeline.**

SKILLS



Experienced Gameplay Programming

2 years+ of solid experience with Unity/C# and C++. Familiar with software design patterns and able to write maintainable code. Proven ability to **code gameplay content** and **create reliable extension tools** from the rich experience and deep understanding of **PC or F2P mobile games** both as a developer and player.



Unity



C++/C#



Wide-ranging Software Experience

Proven experience with **SQL, Linux, Python, PyTorch, JavaScript, HTML, ML-Agents** and **OpenMP** for parallel programming. Basic **shader programming** skills armed with solid math and CG knowledge. Self-motivated to keep learning.



React

JS

JavaScript



Git



Python

OpenMP

Parallel Programing



Qt



Linux



Blender



Effective Collaboration

Supportive and active in team working with a **passion for games** and as well enjoy **tackling problems independently.** My work experience as a designer enables me to communicate more efficiently in a team.



English/Chinese



Adobe Suite

EDUCATION

Game Design and Production, Aalto University
Master of Science 2021- 2023(Expected)

Electrical Engineering, Southeast University (China)
Bachelor of Engineering 2016-2020