

Jianwen Ding

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WORK EXPERIENCE

Storm Flag Games

Jan 2025 – Jun 2025

Associate Game Engineer

Deham, MA

- Worked on C++ based game client for a large scale and long running MMO.
- Debugged animation system of client.
 - Patched transparency handling, removing crashes and animation spasms.
 - Implemented dirty flagging system for animating previously static objects.
- Patched SQLite save corruption bug and implemented save repair functionality.
- Added Lua API functions exposing more parts of the client's graphics engine to scripters.

IndieCade

Jun 2024 – Jul 2024

Summer Game Design Intern

Remote

- Contributed to the game Frogology with an 8-person team assembled for the 2024 Indiecade Climate Jam.
- Programmed AI in Unity and C# for all animals in the game that can traverse a large map.
- Created a quest system that the dialogue system and animal capture system were built around.
- Coordinated necessary art and dialogue assets with 3D modelers and writers.

PROJECTS

Skyline Engine

Nov 2024 - Current

4 person unofficial Northeastern Club Project

Boston, MA

- Creating a general purpose game engine (game creation tool) with C++.
- Drafted an Entity Component System to handle the base logic of the engine.
- Implemented model renderer and cascaded shadows through Dawn WebGPU and WGSL.
- Organized rendering interface between Dawn WebGPU and Vulkan backends.
- Testing performant cross-device deterministic math library through Google Test suite.

Flight Simulator

Oct 2024 - Dec 2024

Sole Developer

Boston, MA

- Self-taught C++ and OpenGL to create a 3D object renderer, demonstrated through a plane simulator set in a map from the video game Team Fortress 2.
- Utilized knowledge in linear algebra and 3D math to implement lighting into shaders with GSLS.
- Created a texture padding system to store a variety of imported textures onto a fixed size texture array.

Strand

Dec 2022 - Jan 2024

8 person club project Dec 2022 - May 2023, personal project May 2023- Jan 2024

McLean, VA

- Directed 8 club members in creating sprites and music for a roguelike survival game about fending off zombies.
- Implemented a map generation system through Unity and C# to ensure a replayable experience.
- Programmed 6 unique enemy types.

EDUCATION

University of Virginia

Aug 2025 - May 2027

Candidate for Bachelor of Science in Computer Science

Charlottesville, VA

Courses: Computer Systems 1, Data Structures and Algorithms 2, Linear Algebra (*Currently Taking Fall 2025*).

Northeastern University, 4.0 GPA

Aug 2023 - June 2025

Former Candidate for Bachelor of Science in Computer Science

Boston, MA

Courses: Object Oriented Design, Foundations of Data Science, Algorithm and Data Structures, Differential Equations.

Activities: Game Dev Club, Game Studio Club, Music Society.

SKILLS

Languages: C++ | C# | Java | Kotlin | Python | Javascript | WGSL | GLSL | SQL | CMake

Technologies: OpenGL | Unity | Dawn WebGPU | Git | Atlassian Suite