

Jianwen Ding

jianwen_ding@icloud.com | <https://www.linkedin.com/in/jianwen-ding-langley/>

EDUCATION

Northeastern University, Boston, MA

Aug 2023-Present

Khoury College of Computer and Information Science

GPA 4.0

Candidate for Bachelor of Science in Computer Science

Courses: Object Oriented Design, Algorithm and Data Structures, Differential Equation and Linear Algebra

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

Langley High School, McLean, VA

Aug 2019 - May 2023

Activities: Founder/President of Game Development Club, Marching Band Bass Drum Captain

GPA 4.12

TECHNICAL KNOWLEDGE

Languages: C# | Java | C++ | Kotlin | Python

Systems: Mac OS 14 | Windows

Applications: Unity | Git | IntelliJ IDEA | Visual Studio | Visual Studio Code

PROJECTS

Strand, Roguelike survival game about fending off zombies and gathering scrap

Dec 2022- Jan 2024

High school club project turned solo project on graduation

- Directed 8 club members in creating sprites and music for the game.
- Implemented a map generation system to ensure a replayable experience. Enough food and scrap are generated for each map in a way that would reduce aimless wandering.
- Programmed 6 unique enemy types. All enemies have separate movement abilities but have the same abilities to be grabbed, stunned, and damaged.

Head Hunters, Top-down strategy game about battling funk-themed bosses

Sep 2021- Oct 2022

Solo project

- Created an AI system for bosses to navigate the battlefield. Bosses can choose and pathfind to tiles on which they can attack players, all while considering the dangers of the path to said tiles.
- Layed out a turn system in the game that allows events to be pushed every round such as player/enemy actions, special messages, and status condition effects.
- Set up a move system that allows both players and enemies to execute several special moves with unique effects. A total of 50 special moves, all with unique effects were implemented.

Gameplay Programmer, Hospital Management Simulator

Sep 2024

6 person game jam game completed in 2 days

- Used given patient data to create the core gameplay loop involving room vacancies.
- Guided teammates in navigating the aforementioned gameplay loop to implement UI.

EXTRACURRICULARS

IndieCade, Remote

Summer Game Design Internship

- Participated in the 2024 Indiecade Climate Jam.
- Drafted plans on how to affect real-life environmental pursuits with the jam submission.

Frogology, Animal conservationist simulator

June-July 2024

8 person project made for the 2024 Indiecade Climate Jam

- Programmed AI for all animals in the game that can traverse a large map.
- Created a quest system for dialogue system and animal capture system to be built around.
- Coordinated necessary art and script assets with 3D modelers and writers.