

# Jianwen Ding

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## SUMMARY

Northeastern computer science major. Excited to use my experience in collaboration and Unity to create great games!

## EDUCATION

### Langley High School- 4.12 Weighted GPA

Graduated June 2023

#### Relevant Extracurriculars

**Game Development Club-** Founded sophomore year and directed multiple game jam projects with the members of the club

### Northeastern University- Computer Science Major — 4.0 GPA

Freshman

## SKILLS

- Four years of experience in Unity
- Knowledgeable in C#, Java, Javascript, C, and Python
- Experience in Github
- Adept in working with game UI
- Experienced in working with visual and audio artists
- Ability to self-learn new concepts

## PROJECTS

### Lead Developer-*Strand (10-person team)*-Dec 2022 to Jan 2024- Club Long Term Project

*Top Down Survival Zombie Roguelike-Created With Unity C#*

- Assigned tasks to the artists and musicians in creating assets
- Programmed randomized connected rooms
- Designed enemy and weapon classes to build off of

### Gameplay Programmer-*Frogology (8-person team)*- Sep 2023- 5-week Indiecade Climate Jam

*Park Ranger Simulator*

- 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.
- Programmed animal logging UI and notification system.
- Coordinated necessary art and script assets with 3D modelers and writers.

### Sole Developer-*Head Hunters (1-person team)*-Sep 2021 to Oct 2022- Personal Project

*Strategic Funk Themed Boss Rush*

- Created a pathfinding and priority system for enemies to account for the different movement and attacking options of each enemy
- Designed and programmed the turn system in the game
- Created all of the art, animations, and music in the game