

## PROFESSIONAL EXPERIENCE

Feb 2023 – Present **GREEN TILE DIGITAL** Skövde, Sweden *Gameplay Programmer*

- Involved in creating *Locomoto*, a cozy life-sim train adventure game released on Steam in April 2025 and will launch on Nintendo Switch later in 2025, from early development to post-release patch updates.
- Implemented various core gameplay features and game systems with Unity and C#, including train controls, NPC passenger interactions, crafting mechanics, resource loops, and plenty of customizable interactive items and features, etc.
- Collaborated closely with designers, artists, and other developers to quickly implement requested features and development tools, resolve miscellaneous development issues for the team in day-to-day work, so as to bring our players the best possible experience we could offer together.
- Built extensible game systems and tools with stable and reusable code to boost major gameplay iterations, proactively fix emerging bugs to ensure the stability of the game.
- Effectively utilized and adapted a broad range of Unity plugins into the project to accelerate development and polish game systems such as character, camera, control, and diverse interactions.
- Supported the Chinese player community actively by setting up community platforms, addressing and resolving player issues from Chinese players, helping with Chinese content creator outreach, and fine-tuning Chinese localization for better clarity.

Apr 2021 – Jun 2021 **BLACKDROP INTERACTIVE** Karlskrona, Sweden *Game Programmer Intern*

- Implemented new gameplay features for *Receiver 2*, a firearm-centric FPS released on Steam in June 2020, using C# and Unity to translate player feedback into enhanced mechanics.
- Resolved 20+ miscellaneous bugs in different gameplay systems.
- Paired with another programmer to prototype new weapon variants and map layouts in Unity.

## SELECTED PROJECTS

**AUTO-BATTLER PROJECT** *July 2022 – Aug 2022*

- A personal project containing core game features of the auto-battler game genre in single player game mode with Unity.
- Built a dynamic pathfinding system with A-star algorithm, and integrated finite state machine with champions runtime behaviors, which together implemented the champion's AI system.
- Built champion attributes system, buff system, and ability system utilizing Scriptable Objects and C# object-oriented features.

**ONLINE MULTIPLAYER GAME PROJECT** *Nov 2021 – Dec 20 21*

- Implemented the multiplayer online marble mini game system using Unreal, C++, and Blueprint within the Unreal-Steam multiplayer network framework.
- Researched solutions for Steam online games through various sources and configured a viable solution, and migrated the project code from C# to Blueprints.

## EDUCATION

**UNIVERSITY OF SKÖVDE** Skövde, Sweden *Sep 2020 – Jun 2022*

*Master of Science in Game Development (Specializing in Serious Games)*

**CHINA UNIVERSITY OF POLITICAL SCIENCE AND LAW** Beijing, China *Sep 2016 – Jun 2020*

*Bachelor of Arts in Chinese Language and Literature*

**EAST CHINA NORMAL UNIVERSITY** Shanghai, China *Feb 2018 – Jul 2018*

*Exchange program (Game Project Practice)*

**CONCORDIA UNIVERSITY** Montreal, Canada *Jul 2018 – Aug 2018*

*Critical Hit Parallax summer game dev program*

## SKILLS

- C#, C++, Unity, Unreal Engine, Git, Perforce, Plastic SCM, Visual Studio, VSCode
- Chinese (Native), English (Fluent), Swedish (Basic)