

PROFESSIONAL EXPERIENCE

GREEN TILE DIGITAL Skövde, Sweden

Feb 2023 – Aug 2025

Gameplay Programmer

- Involved in creating Locomoto, a cozy life-sim train adventure game released on Steam (April 2025) and Nintendo Switch (June 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 fixing 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.

BLACKDROP INTERACTIVE Karlskrona, Sweden

Apr 2021 – Jun 2021

Game Programmer Intern

- Implemented new gameplay features for *Receiver 2*, a firearm-centric FPS released on Steam (Jun 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.

EDUCATION

FUTUREGAMES SWEDEN Stockholm, Sweden

Sep 2025 – Present

Game Programming Specialization

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 Montréal, Canada

Jul 2018 – Aug 2018

Critical Hit Parallax Game dev program

SKILLS

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

