

## PROFESSIONAL EXPERIENCE

Apr 2021 – Jun 2021

**BLACKDROP INTERACTIVE**

Game Programmer Intern

- Worked on *Receiver 2*, implemented new game features according to players' feedback with C# and Unity.
- Resolved 20+ miscellaneous game bugs and issues in different game systems.
- Built new guns and new game maps with other developers.

Feb 2019 – Jun 2019

**MCAT INSTITUTE**

Game Content Editor Intern

- Produced game-related articles for the company's game media.
- Produced subtitles and translations for the company's game videos and game videos on Youtube.

## PROJECTS

### AUTO-BATTLER PROJECT

July 2022 – Present

A personal project which contains basic 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, which provided a solid infrastructure allowing for highly scalable development and greatly reduces code coupling.

### SEABIRD PROJECT

Sep 2020 – Dec 2020

A collaborated project with the University of Skövde, WWF, and SLU with the aim of increasing interest towards the seabirds living in the Baltic Sea.

- Implemented most of game features with C# and Unity, including satisfying third person character controller using Cinemachine, game progression system, save system, quick time events (QTE) system etc.
- Worked with artists to polish the animation system, AI system, and Unity Shadergraph. Created shader objects for the game environment and interaction system to improve the player experience.

### ONLINE MULTIPLAYER GAME PROJECT

Nov 2021 – Dec 2021

An online multiplayer demo using Unreal which could be played by multiple players through Steam's network.

- Implemented the multiplayer online marble mini game system using Unreal 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.

### CAT CLINIC

Mar 2021 – May 2021

A serious game prototype designed to help procrastinators reduce academic procrastination.

- Implemented all game features including a solid game save system with different save slots by using JSON for serializing and deserializing game object.
- Implemented game time system and economic system for idle game features by calculating real time.

### BUDDY

Feb 2022 – May 2022

My thesis work for my master's degree, which investigated the impact of unguided instruction on the player's perception.

- Designed and built the whole game with some art assets support.
- Implemented undo system with different game objects and commands from players by using new input system in Unity and command pattern.

## EDUCATION

### UNIVERSITY OF SKÖVDE

Sep 2020 – Jun 2022

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

### CHINA UNIVERSITY OF POLITICAL SCIENCE AND LAW

Sep 2016 – Jun 2020

Bachelor of Arts in Chinese Language and Literature

**EAST CHINA NORMAL UNIVERSITY** Exchange program (Game Project Practice)

Feb 2018 – Jul 2018

**CONCORDIA UNIVERSITY** Critical Hit Parallax Game dev program

Jul 2018 – Aug 2018

## SKILLS

