

PROFESSIONAL EXPERIENCE

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

- Involved comprehensively in the majority of the development cycle of *Locomoto*, a cozy life-simulation adventure game launched on Steam (Apr 2025) and slated for Nintendo Switch release (upcoming 2025). Joined the project during early gameplay development, contributing extensively to core system implementation and iterative refinement through final release.
- Implemented and continuously improved major gameplay mechanics and systems in Unity and C#, including train controls, NPC passenger interactions, crafting mechanics, resource loops, and various customizable interactive items, etc.
- Collaborated closely and intensively with designers, artists, and other team members to rapidly implement requested features, create specialized development tools, and iteratively refine gameplay elements for a polished, engaging player experience.
- Prioritized high-quality, stable, and extensible code, proactively minimizing bugs through careful coding practices, swift troubleshooting, and structuring code for maximum reusability—enabling major gameplay iterations with minimal changes.
- Quickly adapted to and effectively utilized a broad range of Unity plugins (Cinemachine, DoTween, Dialogue System, Behavior Designer, Easy Save, More Mountains Feedback, Doozy UI System, Grid Placement System, etc.) to streamline development and significantly elevate game polish.
- Actively supported the Chinese player community by establishing community platforms, promptly addressing and resolving player issues specific to Chinese players, assisting with Chinese content creator outreach, and refining Chinese localization efforts to enhance clarity and player satisfaction.

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 (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.

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

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

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