Jinda Li   **Game Programmer**

✉ neil_jnda@outlook.com
🌐 https://neiljnda.github.io/
in https://www.linkedin.com/in/jinda-li/

PROJECT EXPERIENCE

They Are You Roles: Programmer (team of 8)
Best Student Game of Finland, Second Place, Bit1 Competition 2022. "You become who you kill"
- Designed and developed an MVC-style code structure with Unity and C#.
- Programmed main gameplay content including character control, transformation logic, combat system, **logic/graphics of vision**, etc.

The Near World Roles: Team Leader, Designer, and Programmer (team of 5)
3D pixel-style story-based game
- Programmed a handy **narrative system as an extension**. Implemented an AI opponent with **ML-Agent.**
- Managed a team of 5 members and establish a working pipeline with a project management tool.

Jormungand Roles: Programmer (team of 8)
Puzzle platform game that everything can loop in the screen
- Programmed the mechanism of loop space. Implemented a reliable **object synchronization system** to support the game design.

Find all my games at https://neiljnda.github.io/

WORK EXPERIENCE

NetEase Games

Naraka: Bladepoint, 24 Entertainment, NetEase Games
An action-adventure battle royale game, 180k concurrent steam players at peak

Game Designer Intern   *May- July 2021*
- Optimized movement experience **in close collaboration with programmers**.
- Organized the animation requirement document to **optimize the art asset pipeline**.

SKILLS

Experienced Gameplay Programming
2 years+ of solid experience with Unity/C# and C++. Familiar with software design patterns and able to write maintainable code. Proven ability to **code gameplay content** and **create reliable extension tools** from the rich experience and deep understanding of **PC or F2P mobile games** both as a developer and player.

Unity   C++/C#

Wide-ranging Software Experience
Proven experience with **SQL, Linux, Python, PyTorch, JavaScript, HTML, ML-Agents and OpenMP** for parallel programming. Basic **shader programming** skills armed with solid math and CG knowledge. Self-motivated to keep learning.

React   JavaScript   Git   Python

OpenMP — Parallel Programing   Qt   Linux   Blender

Effective Collaboration
Supportive and active in team working with a **passion for games** and as well enjoy **tackling problems independently**. My work experience as a designer enables me to communicate more efficiently in a team.

English/Chinese   Adobe Suite

EDUCATION

Game Design and Production, Aalto University	**Electrical Engineering**, Southeast University (China)
Master of Science 2021- 2023(Expected)	Bachelor of Engineering 2016-2020