Jinda Li

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🌐 https://neiljnda.github.io/

PROFESSIONAL

NetEase Games

Game Designer
24 Entertainment Intern, *Naraka: Bladepoint*

Mar.- Jul. 2021

- Designed the melee weapon *dagger*. Organized the animation requirement document to optimize the art asset pipeline.
- Optimized the movement experience in complex environments by fine-tuning trigger sizes and updating the Level Standard document.
- Involved in the early designing of the new battle map. Designed interactive objects with regional features.

PERSONAL EXPERIENCE

The Near World
3D pixel-style story-based game, an adventure about self-saving with an AI robot.

Jormungand
Puzzle platform game that everything can loop in the space.

6 Game Jam submissions and 4 prototypes
Last Train: Board game inspired by *Snowpiercer*.
Rotator: Shooting in the different facets of the 2D world. What you can not see dose not exist.

Find all my games on https://neiljnda.github.io/ !

SKILLS

Prototyping
Be familiar with Unity development, ready to rapidly create prototypes and verify new mechanism.

Design and Analysis
Have experience in level design, battle design, narratives. Generate insights from a great number of gaming experience with analytical thinking. Be versatile to meet various works in **teamwork**.

Programming
Proficient in C++/C# and glad to work in a team with git or SVN. Familiar with software design patterns and able to write maintainable code. Studied machine learning and ready to use in practice.

Unity	C++/C#
Hardware	Python
English & Chinese	Adobe Suite

EDUCATION

Game Design and Production, Aalto University (Finland)
Master of Science Expected Jul.2023   2021-

Electrical Engineering, Southeast University (China)
Bachelor of Engineering   2016-2020

HOBBIES

Badminton   Photography/Filming