

# Jinda Li      Game Developer

✉ [neil\\_jinda@outlook.com](mailto:neil_jinda@outlook.com)  
🌐 <https://neiljinda.github.io/>  
🌐 <https://www.linkedin.com/in/jinda-li/>



## PROJECT EXPERIENCE

### *They Are You* Roles: Programmer (team of 8)

**Best Student Game of Finland, Second Place**, BitI 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, **enemy vision logic/graphics**, 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 the 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://neiljinda.github.io/>

## WORK EXPERIENCE



### **Naraka: Bladepoint**, 24 Entertainment, NetEase Games

An action-adventure battle royale game, 180k concurrent steam players at peak  
Game Designer Intern

Mar.- Jul. 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.



Hardware



Python



### 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  
Master of Science      2021- 2023(Expected)

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