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项目及实习经历



They Are You 游戏设计, 程序 (8人学生团队)

2022.02-2022.06

潜行动作游戏, 2022 Bit1学生游戏竞赛第二名

- 基于“击杀则变身”的核心概念, 参与设计各角色技能机制, 并负责部分关卡流程设计, 传达潜行解谜与动作反应相结合的独特游戏体验。
- 负责Unity核心程序框架搭建和开发, 包括角色控制、变身逻辑、战斗逻辑、动画系统等内容。



永劫无间 战斗/关卡策划实习

2021.05-2021.07

网易雷火 24 Entertainment, 《永劫无间》

- 跟进了游戏上线前后的宣传活动和版本更新, 参与相关武器玩法设计, 并整理动画需求文档, 协助优化动画资产管线, 加速产品上线后资源产出。
- 负责优化一部分区域内复杂场景下角色运动性表现, 更新和维护清晰可读的关卡标准文档。



个人技能

- 游戏涉猎广泛, 各类游戏总时长约10000小时。其中**英雄联盟游龄十年**, 熟悉其Moba玩法、运营生态、赛事活动。同时是**移动端重度玩家** (原神、阴阳师等), 了解其版本宣传, 活动运营, 商业化和社区管理。
- 可熟练使用Python进行**数据分析**, 课程项目中曾完成利用机器学习预测Steam游戏销量。**了解市场和产品的基本逻辑**, 本科时曾参加创新创业大赛, 为某款工业产品研究市场竞品, 找准市场定位, 撰写商业计划书, 并兼任答辩人, 最终获得全国一等奖。
- 具有**良好沟通能力和组织安排能力**, 能胜任团队合作。本科期间曾作为总导演完整策划筹办校级晚会, 协调安排约30人团队的工作, 吸引300+观众到场。



Adobe Suite



Microsoft Office



Python



Unity/C#



English/Chinese



Blender



教育经历

Game Design and Production, Aalto University

Master of Science (A类奖学金)

2021-至今

GPA: 4.73 / 5

电气工程, 东南大学

Bachelor of Engineering

GPA: 3.56 / 4

2016-2020

Jinda Li



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EXPERIENCE



They Are You Designer, Programmer (team of 8)

2022.02-2022.06

A stealth action game demo

Best Student Game of Finland, Second Place, BitI Competition 2022

- Based on the concept of “kill to transform”, designed characters and skills and created part of the gameplay content.
- Programmed main gameplay content including character control, transformation logic, combat system, logic/graphics of vision, etc.



Naraka: Bladepoint Game Designer Intern

2021.05-2021.07

24 Entertainment, NetEase Games

- Following up on the operations and version updates around the time of game release**, participated in the design of weapons. Organized the animation requirement document to optimize the art asset pipeline.
- Optimized character movement experience of character movement in complex environments. Maintained and updated clear and readable level standards documentation.



SKILLS

- Experienced a wide range of games for around 10000+ hours. With **10-year experience in League of Legends**, intimately familiar with its MOBA gameplay, operation strategies, and e-sport events. As a **hardcore player of mobile games** (Genshin Impact, Onmyoji), has a good understanding of promotion, operation, commercialization and community management.

- Proficiency in data analysis with Python.** In a course project, predicted the sales of Steam games by applying machine learning.
- Understand the basic logic of the market and products.** In an innovation and entrepreneurship contest during my undergraduate, researched competitors, identified the market positioning, wrote the business plan, and finally won the national first prize as the respondent.

- Good communication and management skills with a team spirit.** During my undergraduate, planned and organized an evening gala as director, and coordinated a team of about 30 staff, attracting 300+ spectators.



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EDUCATION

Game Design and Production, Aalto University
Master of Science (A-Scholarship) 2021-present
GPA: 4.73 / 5

Electrical Engineering, Southeast University
Bachelor of Engineering 2016-2020
GPA: 3.56 / 4