

Jinda Li

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🌐 <https://neiljinda.github.io/>



PROFESSIONAL



Game Designer

24 Entertainment Intern, **Naraka: Bladepoint**

Mar.- Jul. 2021

- Participated in the design the melee weapon *dagger*. Organized the animation requirement document to optimize the art asset pipeline.
- Optimized the movement experience in complex environments 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.
- **4 Game Jam submissions and 4 prototypes**
Last Train: Board game inspired by *Snowpiercer*.
Rotator: Shooting in the different facets of the 2D world. Change your view, and things become different.

Find all my games on <https://neiljinda.github.io/> !

SKILLS



Prototyping

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



Unity



C++/C#



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**.



Hardware



Python



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.



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