Jinda Li

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Dear Hiring Manager,

With a formal academic background in game development paired with my proven experience in programming, I am writing to express my interest in the **Game Programmer** position. I believe that my positive can-do attitude and 2 years+ of extensive experience in developing with Unity would make me a valuable addition to your team.

As a self-motivated programmer with excellent academic performance at Aalto University, I have a solid knowledge of computer graphics, databases (SQL), algorithms, etc. In my previous projects, I code daily to develop and maintain reliable features for games. My experience with Unity also includes the build pipeline, graphics programming, tool development, and reinforcement learning AI. I also developed my skills in React and Express to be a full-stack developer and learned OpenMP for efficient parallel programming.

The following are some highlights of my qualifications and experience:

- I have served as a main programmer in the game project *They are you*, where I developed a data-based character system with C# and Unity that makes the concept "You become whom you kill" playable. I was also responsible for the gameplay content including character control, combat system, and logic/graphics of vision. This game won second place in the 2022 Bit1 competition.

- I have proficiency in implementing interactable features and extension tools. In my previous projects, I demonstrated my ability in creating a bullet system with an object pool, a synchronization system for a loop space game, etc.   I also have in-depth knowledge of OOD, game programming patterns, and other essential developer tools.

- I have experience working in a top-listed game *Naraka: Bladepoint* from *NetEase* as an intern designer, where I tackled movement problems in close collaboration with programmers and optimized the art asset pipeline to speed up development just before release. I am familiar with the development process and have experience working with SVN and Git. I am a thorough communicator as part of a team in addition to my ability for self-direction. My deep understanding and proven experience in game design and production equip me to develop easier-to-use tools for the team.

My exemplary programming skills along with my passion for games make me a well-suited candidate for your **Game Programmer** position. As an adept player who spent thousands of hours in both mobile and console/PC games, I enjoy games that have easy-to-start gameplay and engaging progression experience. I would be thrilled to bring my creativity and innovation to Metacore to make relaxing games for everyone.

Please review my website https://neiljnda.github.io/ and CV for additional details regarding my experience and achievements. Do not hesitate to reach out if you have any questions. I am available at your convenience and hope to hear you soon.

Thank you for your consideration.

Sincerely,
Jinda Li