

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.



Adobe Suite



Microsoft Office



Python



Unity/C#



English/Chinese



Blender



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