

Jinda Li Game Developer

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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, **logic/graphics of vision**, 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 a 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.



React



JavaScript



Git



Python



Parallel Programming



Qt



Linux



Blender



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

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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 **Intern Unity Developer** 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 BitI 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 **Intern Unity Developer** position. As an adept player who spent thousands of hours in both F2P and console/PC games, I appreciate the value of mobile games where players around the world enjoy social interaction and great entertainment. I would be thrilled to bring my creativity and innovation to CraftiPlays to make games for everyone.

Please review my website <https://neiljinda.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 from you soon.

Thank you for your consideration.

Sincerely,
Jinda Li