

Jinda Li **Game Programmer**



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PROJECT EXPERIENCE

*They Are You*Roles: Programmer (team of 8)

**Best Student Game of Finland, Second Place**, Bit1 Competition 2022. “You become who you kill”

* Designed and developed a data-driven 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

* Responsible for gameplay programming. 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://neiljnda.github.io/>

图标

描述已自动生成

WORK EXPERIENCE

Logo, company name

Description automatically generated

***Naraka: Bladepoint***, 24 Entertainment, NetEase Games

An action-adventure battle royale game, 180k concurrent steam players at peak

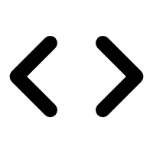
Game Designer Intern*May- July 2021*

Optimized movement experience **in close collaboration with programmers**.

Organized the animation requirement document to **optimize the art asset pipeline**.

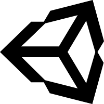


SKILLS



C++/C#

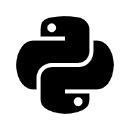
Experienced Gameplay Programming



Unity

**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.

**



Python

React



JavaScript



Git



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.

Parallel Programing



Blender



Linux



Qt



Effective Collaboration



Adobe Suite



English/Chinese

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.



EDUCATION

**Electrical Engineering**, Southeast University (China)

Bachelor of Engineering 2016-2020

**Game Design and Production**, Aalto University

Master of Science 2021- 2023(Expected)