An enthusiastic software developer with 2+ years of experience with Unity. I build interactive game worlds with readable and extensible code. I also have proven experience with AI, C++, graphics programming.

**English:** Proficient

**Chinese:** Native

**Language**

**C++**

**C#**

**JavaScript**

**Python**

**HTML**

**Unity**

**React**

**.NET**

**Linux**

**SQL**

**Git**

**OpenMP**

**MATLAB / Simulink**

**Skill**

**Email**

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**Phone**

+358-4578-361-861

**LinkedIn**

linkedin.com/in/jinda-li/

**GitHub**

github.com/NeilJnDa

**Jinda Li**

Software Developer

**Contact**

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| --- | --- |
| Education | |
| 2021 -  2023  (Expected) | **Aalto University**  *Master of Science: Game Design and Development*  Average Grade: 4.73/5  Courses Taken:   * Full Stack Web Development (Project: A blog collection website developed with React, Redux, and Node.js). * Programming Parallel Computers (Hands-on experience in writing high-performance C++ codes). * Web Software Development, Machine Learning, Computer Graphics. |
| 2016 -  2020 | **Southeast University**  *Bachelor of Engineering: Electrical Engineering*  GPA: 3.56/4.0   * Received Merit Student Award and Academic Scholarship. * Participated in the research of variable flux permanent magnet and complied DLL script for analysis. A paper published on AIP Advances 9, 095056(2019) |
| Project Experience | |
|  | **BoardUp** (ASP.NET project)  *A demo shopping site for board games*   * Developed a full-functional web shopping site with ASP.NET MVC Core. * Implemented Google authentication and deployed the website on Microsoft Azure |
|  | **Game: They Are You** (Team of 8, collaborating with Jira)  *Best Student Game of Finland, Second Place, Bit1 Competition 2022*   * Designed and developed a data-based character system with Unity and C# to support the idea of body switching. * Programmed main gameplay content including character control, transformation logic, combat system, logic/graphics of vision. |
| Work Experience | |
| 2021 -  2023  (Expected) | **NetEase Games**  Game Designer Intern   * Optimized movement and sort out the interaction logic in close collaboration with programmers. * Organized the animation requirement document to optimize the art asset pipeline. |