YUJIAN LI

+86 13894830502 • 3110623050@qq.com • https://danielyjli.github.io/

8-403, Tianjia Shuijingcheng Community, South Jilong Street, Lvyuan District, Changchun, Jilin, 130000, China

EDUCATION

Tongji University   Shanghai, China
Major: Industrial Design   09/2021-07/2025
GPA: 4.34/5 (88.36/100), Bachelor of Engineering to be awarded

The Hong Kong Polytechnic University   Hong Kong, China
Exchange Program   01/2024-05/2024
Major: Interactive Media (Interaction Design)

INTERNSHIP EXPERIENCE

Tencent Technology (Shanghai) Co., Ltd.   07/2024-present
Game Designer
- Involved in designing and editing the AI behavior for BOSS characters in the game;
- Design new factions for upcoming game versions and develop their traits and abilities; design and edit game dungeons, creating engaging environments, challenges, and rewards;
- Participate in the projects of IEG, Ark Game Studios, Polar Light A2 Studio, and MOONLIGHT BLADE PC project team; contribute to the design and development of the game's combat systems.

METEK GAME (Shanghai)   04-06/2024
Game Designer of E-Lab
- Identify issues and bugs during testing, provide feedback, and suggest modifications to ensure the game's features function;
- Collaborate with the art team to visually package the product for further development;
- Write documents for the company's products, including core gameplay, world-building, character design, and system mechanics.

PROJECT

The Global Game Jam   10/2023
Producer / Planner / Programmer
- Production: coordinate the team's resources, including time, talent, and tools; handle the process of packaging the game for release.
- Game planning: create the design documents that outline the gameplay, rules, levels, and overall flow of the game;
- Programming: implement gameplay mechanics, physics, AI, and any other technical aspects of the game.

EXTRACURRICULAR ACTIVITY

Basketball Club   09/2021-06/2022
Referee

HONORS

Excellence Award, 2024 World Metaverse Design Contest   06/2024
Top 10 (Participant Selection), GENE AI Game Jam   07/2023

SKILLS & INTERESTS

- Computer Proficiency: MS Office, C#, C++, Python, Adobe series, Unity, UE, Blender, Maya, 3DMax, AIGC
  Language Proficiency: Mandarin (native); English (IELTS: 6.5)
- Interests: Game development, traveling, language research, history