YUJIAN LI

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

**EDUCATION**

**Tongji University** Shanghai, China

Major: Industrial Design 09/2021-present

Bachelor of Engineering to be awarded

GPA: 4.37/5 (88.7/100)

**INTERNSHIP EXPERIENCE**

**Tencent Technology (Shenzhen) 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**

**GENE AI 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**

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

**SKILLS & INTERESTS**

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