

Neal Ni

E-mail: nideng@outlook.com

PROFESSIONAL SUMMARY

- Seasoned Gameplay and Technical Designer with 7 years of experience specializing in combat systems and 3C (Character, Camera, Control) mechanics. Proven track record at top-tier studios (Tencent Games, Shengqu Games), delivering high-quality AAA cross-platform Action RPGs. Proficient in bridging the gap between design and engineering using Unreal Engine (Blueprints & C++) to rapidly prototype and implement complex AI and gameplay features
- [A developing combat demo](#)

SKILLS

- Core Competencies:** Combat Design, 3C Mechanics (Camera, Control, Character), Enemy AI & Behavior Trees, Rapid Prototyping and Iteration, Game Balancing.
- Engines & Tools:** Unreal Engine 4/5 (Advanced Blueprints & C++), Perforce/Git, JIRA
- Languages:** C++, Python, JavaScript, CSS and HTML

PROFESSIONAL EXPERIENCE

<i>Jan 2025 – Present</i>	Syncarnation Studio	Vancouver, Canada
Game description:	"Ballistic Brews" is a top-down roguelike bullet hell game	
Position held:	Gameplay and Technical designer	
Responsibility:	<ul style="list-style-type: none">Weapon & Build System: Designed and implemented diverse weapon mechanics and combat affixes to support multiple distinct player build archetypes, significantly enhancing replayability.AI & Gameplay Systems: Engineered enemy AI behaviors and the in-game shop system, establishing the foundational loop for progression and resource management	
<i>Dec 2020 - Mar 2024</i>	Tencent Games	Shanghai, China
Game description:	"WILD OF ORIGIN" is an open-world, survival craft, souls-like, high-quality cross-platform Action RPGs	
Position held:	Senior Combat and Technical Designer	
Responsibility:	<ul style="list-style-type: none">Combat & AI System Architecture: Architected the core combat framework and foundational AI systems from scratch. Implemented comprehensive modules for melee combos, ranged projectiles, and traps with precise hit reactions and dodge/parry/block mechanics. Developed the underlying target selection and AI base architecture to ensure fluid and responsive combat interactions.Boss & AI Design: Owned the full lifecycle of multiple high-end boss fights and elite enemies. Utilized Behavior Trees to script complex AI patterns, distinct phases, and reaction logic.3C Implementation: Engineered the character movement state machine, and dynamic camera behaviors to optimize player immersion and control responsiveness.	
<i>July 2018 - Dec 2020</i>	Shengqu Games	Shanghai, China
Game description:	Dragon Nest is a shipped Mobile Action MMORPG featuring diverse class archetypes and high-fidelity combat mechanics	
Position held:	Combat designer	
Responsibility:	<ul style="list-style-type: none">Class & Skill Design: Designed and implemented distinct skills for multiple character classes, defining unique playstyles and ensuring high-fidelity action experiences on mobile platformsHolistic Balancing & Live Ops: Managed the balancing of both combat parameters and game economy (resource production/consumption). Executed post-launch iterations based on live data and player feedback to optimize the meta environment and long-term retention.	

EDUCATION

<i>Sept 2015 - Jun 2018</i>	Shanghai Jiao Tong University Master's Degree in Mechanical and power Engineering	Shanghai, China 1 SCI Paper, GPA 3.8/4
<i>Sept 2011 - Jun 2015</i>	Huazhong University of Science and Technology Bachelor's Degree in Power Engineering	Wuhan, China GPA 3.8/4