Neal Ni

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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: Work**

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

Jan 2025 – Present	**Syncarnation Studio**	Vancouver, Canada

Game description: **"Ballistic Brews"** is a top-down roguelike bullet hell game

Position held: Gameplay and Technical designer

Responsibility:
- **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

Dec 2020 - Mar 2024	**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:
- **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.

July 2018 - Dec 2020	**Shengqu Games**	Shanghai, China

Game description: **Dragon Nest 2** is a shipped Mobile Action MMORPG featuring diverse class archetypes and high-fidelity combat mechanics

Position held: Combat designer

Responsibility:
- **Class & Skill Design:** Designed and implemented distinct skills for multiple character classes, defining unique playstyles and ensuring high-fidelity action experiences on mobile platforms
- **Holistic 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

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