

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**](#)

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

Master's Degree in Mechanical and power Engineering

Shanghai, China

1 SCI Paper, GPA 3.8/4

Sept 2011 - Jun 2015

Huazhong University of Science and Technology

Bachelor's Degree in Power Engineering

Wuhan, China

GPA 3.8/4