

## EDUCATION

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**Northeastern University** 08/2026

Game Science and Design, Master of Science

Courses: Game Design and Analysis, Mixed Research Methods for Games, Player Experience

**Communication University of China** 07/2024

Game Development, Bachelor of Engineering

Courses: Game Engine and Application, Game Level Design and Production, Computer Graphics

## SKILLS

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● Expert ● Intermediate ● Primitive

**Game Engines** ● Unity ● Unreal ● PlayCanvas

**Languages** ● Chinese (Mandarin) ● English ● Japanese

**Programming Languages** ● C# ● C++/C ● JavaScript/TypeScript ● HTML/CSS ● Python

**Tools** ● Git ● Blender ● Bash ● GNU Make ● LaTeX **OS** Windows Linux

**Hobbies** Linguistics Mathematics Lecturing Translation Chess Typography

## INTERNSHIPS

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**Da Vinci Medical** 06/2023–03/2024

Game Engineer, Full-time Internship | *Unreal, C++, VR, Mesh Operation*

- Developed and maintained an Unreal-based medical software for orthopedic physicists, which provides features including anatomy analysis, pre-operation planning, mid-operation simulation, etc.
- Adapted the original application for VR usages.
- Developed the offline authentication algorithm for the application in convenience for selling & distribution.

**timedomAI Technology** 09/2022–05/2023

Web Engineer, Full-time Internship | *JavaScript, HTML5, Python, Linux, Shell Script*

- Developed a browser-integrated Praat document editor with JavaScript and HTML5; communicating with the backend server, users could view the spectrum of sound clips in real-time in their browser.
- Developed web crawlers used to download playlist information from music platforms with Python.
- Rewrote the styles for the company's homepage into a reusable, unified macro of stylesheets.

**Kuaishou Technology** 08/2022–09/2022

Game Engineer, Full-time Internship | *Unity, Unreal, C#, Media Streaming*

- Developed the routing module for video data received from the network, which is the core functionality for an integrated livestreaming feature in a mobile app.
- Implemented the gameplays in the livestreaming stage with Unreal engine.

## PROJECT EXPERIENCE

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**Nani Core** Lead Developer / Technical Artist / 3D Artist | *Unity, HDRP, Blender* 07/2024

Links: [GitHub Repository](#) [Watch on Bilibili](#)

- Developed the fundamental systems to support the game's basic features, including the character/camera control, the interaction system, the UI, the core mechanism—loopshape, etc.
- Developed auxiliary components for the level designer to build the game world and the puzzles.
- Modelled various architectural structures used in the game world with Blender.
- Refined and optimized the visual style of the game's atmosphere.

**Jiaohun** System Developer | *Unity, Software Design, Modularization* 07/2023

Links: [Description Page](#) [Watch on YouTube](#)

- Built the fundamental systems to support the game's runtime logics, including the character control, the interaction system, the UI, etc.
- Wrote the post-effect shader used to achieve the storyboard effect in screen space.

**To Kill That Cartoonist** Developer | *Unity, Shader Programming* 07/2022

Links: [Description Page](#) [Watch on Bilibili](#)

- Developed the game demo featuring a comic-book-storyboard kind of player experience.
- Wrote the post-effect shader used to achieve the storyboard effect in screen space.