

Jianwen Ding

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WORK EXPERIENCE

Storm Flag Games, Dedham MA

Jan – June 2025

Associate Game Engineer

Dedham, MA

- Worked on C++ based game client for a large scale MMO.
- Debugged animation system of client.
 - Patched transparency handling, removing crashes and animations spasms.
 - Adjusted mousepicking to work with animated models.
 - Implemented dirty flagging system for animating previously static objects.
- Patched SQLite save corruption bug and implemented save repair functionality.
- Added Lua functions exposing more parts of the client's graphics engine to scripters.

IndieCade, Remote

June – July 2025

Summer Game Design Intern

Remote

- Contributed to the game Frogology with an 8-person team assembled for the 2024 Indiecade Climate Jam.
- Programmed AI in Unity and C# for all animals in the game that can traverse a large map.
- Created a quest system that the dialogue system and animal capture system were built around.
- Coordinated necessary art and script assets with 3D modelers and writers.

PROJECTS

Skyline Engine, General Purpose Game Engine

Nov 2024 - Current

4 person unofficial Northeastern Club Project

Boston, MA

- Drafted ECS system in C++ to handle base logic of engine.
- Implemented model renderer with WebGPU.
- Creating performant cross-device deterministic math library to lay groundwork for rollback netcode, incorporating Google Test test suite.

Flight Simulator, Demonstration of renderer

Oct 2024 - December 2024

Sole Developer

Boston, MA

- Self-taught C++ and OpenGL to create the rendering component of the game engine.
- Utilized knowledge in linear algebra and 3D math to implement lighting into shaders.

Strand, Roguelike survival game about fending off zombies and gathering scrap

Dec 2022 - Jan 2024

8 person club project Dec 2022 - May 2023, personal project May 2023- Jan 2024

McLean, VA

- Directed 8 club members in creating sprites and music for the game.
- Implemented a map generation system through Unity and C# to ensure a replayable experience. Food and scrap are distributed on each map in a way that would reduce aimless wandering.
- Programmed 6 unique enemy types.

EDUCATION

Northeastern University, 4.0 GPA

August 2023 - June 2025

Former Candidate for Bachelor of Science in Computer Science

Boston, MA

Courses: Object Oriented Design, Foundations of Data Science, Algorithm and Data Structures, Differential Equations.

Activities: Game Dev Club, Game Studio Club, Music Society.

UVA

August 2025 - Current

Candidate for Bachelor of Science in Computer Science

Charlottesville, VA

Planned Courses: Computer Systems 1, Data Structures and Algorithms 2, Linear Algebra (*planned for Fall 2025*).

SKILLS

Languages: C++ | C# | Java | Kotlin | Python | Javascript