

YU JI

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EDUCATION

NORTHEASTERN UNIVERSITY, KHOURY SCHOOL, VANCOUVER, CANADA
Master of Computer Science

January 2023– July 2024

- Overall GPA: 3.89/4.0

WASHINGTON UNIVERSITY, OLIN BUSINESS SCHOOL, ST. LOUIS, MO, USA
Master of Accounting

July 2018 -December 2019

- Overall GPA: 3.77/4.0

EXPERIENCE

MIHOYO GAMES. Shanghai, China

December 2021 – July 2022

Gameplay Designer | *Project Shanghai* | *Unreal Engine, Blueprint, C++*

- Responsible for PJSH's combat design and deploy by blueprint on Unreal Engine. Animation list and skill list design and cooperate with the team to making demo for logic of animation status machine and animation notification system.
- Responsible for open world level design, with features like environment-based event generalizer, emergent gameplay interactive event development. Collaboration with team to deploy the GAS to achieve design purposes.

MIHOYO GAMES. Shanghai, China

July 2020 - December 2021

Gameplay Designer | [Genshin Impact](#) | *Unity, Python, Lua, Jenkins, Perforce, wiki*

- Design an [\[event manager\]](#) for [Genshin] that systematically manages most non-mission and scripted objects at a high level, based on environmental cues and player location, significantly enhancing game interactivity and realism.
- Design an [\[enemy group manager\]](#) for [Genshin] open world that could create combination of enemies as a basic unit, with different strategies applied to the group and data set could be changed at run time using Lua.
- Design and iterative development of character skills for [\[Kujo Sara\]](#) and [\[Arataki Itto\]](#), improving combat mechanics and player engagement. Design the monster trait and abilities with more dynamic and complex behavior tree.
- Implemented a [\[procedural generation system for dungeons\]](#), optimizing the reuse of art assets while ensuring unique gameplay experiences, thus streamlining development and enriching exploration.

MIHOYO GAMES. Shanghai, China

May 2020 – July 2020

Junior Gameplay Designer

- Coordinate the level design of [\[Genshin Chess\]](#) | Character skill design of [\[Eula\]](#) | the open world level design of [\[Inazuma\]](#) | CB3 Character Whitebox: [\[Xiao\]](#) and [\[Ningguang\]](#).
- Coordinate the monster configuration based on rational level design for a general dungeon and abyss stage.

MIHOYO GAMES. Shanghai, China

February 2020 – May 2020

Branding Manager

- Responsible for [\[Genshin\]](#) European brand strategy formulation and promotion strategy, opening multiple markets in Europe, and achieving rapid growth in all data dimensions in Europe within 5 months.
- Support [\[Genshin\]](#) globally releases, responsible for [Genshin] brand strategy in Europe, and adjust the brand strategy in different regions of Europe through data analysis method.

PROJECTS

[\[One Half\]](#)

- As lead designer, re-design the game mechanism with limited time and budget. Published on Stream and TapTap.

Party Game Project

- As designer, created an active time battle system to achieve the more dynamic turn-based gameplay in a party game.

Global Game Jam 2020 – 2024

- As Designer, design game in the competition with different genre. Also, work as QA to support programmer.

GAS Test Project

- Implemented a GAS test project to better understand the mechanisms of game ability system in unreal engine.

First Person Shooter

- In Unreal Engine, implemented by using both blueprint and C++, with dedicated design in the level.

Real Time Ray Tracer & Denoiser – Vulkan

- Implemented with Vulkan real time ray tracing pipeline and C++, support rendering with glTF2.0 scene, and Image Based Lighting, with Nvidia OptiX denoising method to enhancing the denoising speed.

ACTIVITIES

2017 Meritorious Winner, Mathematical/Interdisciplinary Contest in Modeling,