Jiedi Mo

Gameplay Engineer | B.S. Computer Science (Game Development)

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EDUCATION

B.S. in Computer Science (Game Development Emphasis), University of Utah | Expected Graduation: May 2026
GPA: 3.59/4.0 (Dean's List)
Relevant Coursework: Algorithms, Data Structures, Software Practices, Databases, Game Development, Vibe Coding (AI), Foundation of Data Analysis (AI), Capstone Game Projects.

TECHNICAL SKILLS

Languages: C++, C#, Python, Java, JavaScript, Kotlin, SQL
Game Engines: Unreal Engine 5, Unity, GameMaker Studio
Gameplay Focus: Gameplay Programming, System Design, Player controllers, AI Behavior, UI Systems, Audio Integration, and Performance Optimization.
Tools: Git, Visual Studio, Audacity, Qt, .NET MAUI, Autodesk Maya, ZBrush, Substance Painter, Photoshop etc.

SELECTED GAME PROJECTS

Cradle of the Rift | Gameplay Engineer & Programmer |Unity, C# |Team of 16 |Aug 2025-Present
- Developed modular gameplay systems including combat, interaction, collision, and item mechanics; Integrating functionality across player, UI, enemy and environment modules. [(Portfolio page)](Portfolio page)
- Implemented scalable item, loot, and encounter systems including chest spawning, attack-speed upgrades, homing projectiles, gold drops, and boss AI; collaborated with cross-discipline teammates for cohesive game functionality.
- Refined enemy AI, player stats, and performance through iterative playtesting and profiling.

Fallen Crown |Lead Gameplay System Engineer| Unreal Engine 5, C++ |Team of 5|Aug–Dec 2024
- Implemented third-person combat systems, AI behaviors and player controllers. [(Portfolio page)](Portfolio page)
- Built complete UI/HUD systems and integrated Niagara VFX and gameplay-driven audio.

Educational Military Tactics Application |Programmer & UI Designer |C++, Qt, Box2D |Team of 6 |Aug–Dec 2023
- Designed interactive UI quizzes systems and Box2D-powered troop simulations. [(Portfolio page)](Portfolio page)
- Developed score tracking, progression logic, and integrated UI.
- Collaborated with cross-functional subgroups to merge code.

Death of the Artist |Gameplay Programmer |GameMaker Studio |Team of 5| Jan–May 2025
- Programmed dialogue system, branching story logic, and cutscenes. [(Portfolio page)](Portfolio page)
- Built tutorial level, UI overlays, and interactive transitions.
- Conducted iterative playtesting to refine narrative pacing.

EXPERIENCE

Robotics & AI Research Intern
Shenzhen Meta Chip Technology Co. Ltd.| Shenzhen, China | May–July 2025
- Built robotics navigation features using C++/Python and 3D Gaussian Splatting for environmental reconstruction.
- Assembled and programmed HiWonder JetAuto Rover to interface with AI models and 3DGS.

AI Model Development Intern – SmartSens Technology |Santa Clara, CA, USA | June–July 2023
- Trained AI models (Stable Diffusion, ControlNet, BLIP-2).
- Developed CLI tool for background replacement using Stable Diffusion and segmentation.