

Jiedi Mo

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Portfolio: jiedimo.net, | [LinkedIn](#) | U.S. Citizen

EDUCATION

University of Southern California — MS in CS Game Development

University of Utah — BS Computer Science, Game Development Emphasis | **GPA:** 3.62/4.0 (Dean's List)

Relevant Coursework: Analysis of Algorithms, Data Structures, Software Practices, Foundation of Data Analysis, Intro to Game Design, Asset Pipeline, Interactive Machinima, Game Developments, Capstone Game Projects.

TECHNICAL SKILLS

Languages: C++, C#, Python, Java, JavaScript, Kotlin, SQL

Game Engines: Unreal Engine 5, Unity, GameMaker Studio

Gameplay Focus: Gameplay System Design and Programming, Combat Mechanics, AI Behaviors, UI Integration, Procedure Gameplay 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-Apr 2026

- Developed core gameplay systems, including interaction mechanics and procedural chest spawning with distance constraints, improving level readability and system scalability.
- Designed and implemented enemy AI and combat features, including boss variants with multi-state behaviors, dynamic attack patterns, and distance-based decision logic.
- Enhanced gameplay experience through VFX and balancing, creating combat-related visual effects and tuning player/enemy stats, aggression, and item effectiveness via iterative playtesting.

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.
- 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.
- 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.
- 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); Created dataset of 50,000+ images.
- Developed CLI tool for background replacement using Stable Diffusion and segmentation.