

# Jiedi Mo

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

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## EDUCATION

**University of Southern California** — MS in CS Game Development Aug.2026-Present

**University of Utah** — BS Computer Science, Game Development Emphasis | **GPA:** 3.62/4.0 (Dean's List) 2021-2026

**Relevant Coursework:** Design for interactive Media, 3D Graphics and Rendering, Game Design, Traditional & Alternative Game Developments, Analysis of Algorithms, Data Structures, Software Practices, 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 gameplay systems, including player interactions and procedural chest spawning.
- Implemented enemy AI, boss combat behaviors, and dynamic attack logic.
- Created combat VFX and balanced gameplay through 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.

## EXPERIENCE

### AI Research & Software Engineering Intern

SmartSens Technology |Shanghai, China | Summer 2026

- Developed Python automation tools for text-to-video generation and batch processing workflows.
- Benchmarked AI video models and optimized evaluation infrastructure using VBench.

### Robotics & AI Research Intern

Shenzhen Meta Chip Technology Co. Ltd.| Shenzhen, China | Summer 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 | Summer 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.