

Jiedi Mo, Gameplay Engineer

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EDUCATION

University of Southern California — MS in Computer Science-Game Development | **Expected May 2028**

Relevant Coursework: 3D Graphics and Rendering, Design for interactive Media

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

Relevant Coursework: Computer Graphics, Game Design, Traditional / Alternative Game Development, Operating Systems, Algorithms, Capstone Game Project, Computer Systems

TECHNICAL SKILLS

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

Game Engines: Unreal Engine 5 (C++, Blueprints), Unity, GameMaker Studio

Gameplay: Gameplay Systems, Combat Systems, Enemy AI, Behavior Trees, Player Controllers, Procedural Generation, UI/HUD Integration

Development & Collaboration: Git, Perforce, Jira, Agile/Scrum, Unit Testing, Visual Studio, VS Code

Game Technologies: Niagara VFX, Box2D, Qt, Vulkan.

AI-Assisted Development: Codex for Python and C++ development in VS Code, including debugging, code analysis, implementation support, refactoring, and technical research.

SELECTED GAME PROJECTS

Cradle of the Rift | Gameplay Engineer & Gameplay Programmer | Unity, C# | Team of 16 | Released on Steam

| Aug 2025-Apr 2026

- Built player interactions and procedural chest spawning with distance-based placement constraints.
- Developed enemy and boss AI with distance-based combat logic, multiple attack states, and boss variants.
- Created combat VFX and balanced player/enemy stats, aggression, and item effectiveness.
- Integrated, unit tested, and debugged gameplay within a 16-person Agile/Scrum workflow using Jira, Perforce, and Git.

Fallen Crown | Lead Gameplay System Engineer | Unreal Engine 5, C++ | Team of 5 | Aug-Dec 2024

- Developed C++ gameplay systems including player movement, damage, enemy AI, projectiles, and AOE attacks
- Implemented dialogue/level-event triggers, interactable objects, HUD, menus, and UI systems.
- Unit tested and debugged gameplay systems while collaborating within an Agile/Scrum development workflow.

Educational Military Tactics Application | Programmer & UI Designer | C++, Qt, Box2D | Team of 6 | Aug-Dec 2023

- Built and unit tested interactive UI quiz systems and Box2D-powered troop simulations with scoring and progression.
- Collaborated using Agile/Scrum, Jira, and version control to integrate UI and simulation systems.

EXPERIENCE

AI Research & Software Engineering Intern | SmartSens Technology | 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.
- Used Codex-assisted workflows for Python implementation, debugging, code analysis, and problem-solving in VS Code.

Robotics & AI Research Intern | Shenzhen Meta Chip Technology Co. Ltd. | Summer 2025

- Built robotics navigation features using C++, Python, and 3D Gaussian Splatting for environmental reconstruction.
- Programmed a HiWonder JetAuto Rover to interface with AI models and 3DGS.

AI Model Development Intern | SmartSens Technology | Summer 2023

- Trained AI models using Stable Diffusion, ControlNet and BLIP-2 and created a dataset of 50,000+ images.
- Developed a CLI tool for image background replacement.

ADDITIONAL PROJECTS

Grading Web Application | Software Developer | Django, HTML/CSS, SQLite, AWS | Solo Project | Jan-May 2025

- Designed a relational database and role-based dashboards for teachers and students.
- Built a responsive frontend with Django templates, CSS, and jQuery; deployed on AWS EC2 with NGINX and HTTPS.