



YUAN QINGPENG

UNITY GAMEPLAY DEVELOPER

CONTACT

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Shanghai, China

[My Profolio Website](#)

EDUCATION

2021-2025

JIANGXI UNIVERSITY OF
FINANCE AND ECONOMICS

EXPERTISE SKILLS

- Unity3D(C#)
- Git
- Github
- Adobe Photoshop and
Premiere Pro

LANGUAGES

- English
- Chinese

INTERESTS

- 🎮 Making Games
- 🎮 Playing Games
- 📖 Learning New Techs
- 🚴 Cycling

SUMMARY

I am a tech, passionate gameplay programmer.I write prototype and modular for game.I use Unity 3D to create games.I also use Github to do version control with my games.

WORK EXPERIENCE

Solar Eclipse studio(Legend Square)

MAY 2024 - AUGUST2024

Rouge-like S.RPG Chess game

Gameplay Programmer

- Created chess pieces Movements and Enemy AI.
- Created combat system based on grid.
- Created shop system.
- Created map system like Tower-climbing.
- Created a game editor to edit chess pieces, equipment and maps.
- Using Excel to manage the states of chess pieces, map info and shop item data.

MY PROJECTS

The Window 8 - Unity 3D

OCTOBER 2024 - NOW

The Exit 8-like game

Gameplay Programmer, Gameplay Designer

- Created Anomaly System.
- Created Snake, Tetris and other little games building the foundation of game.
- Using Window API to make game feature(Close game then automatically open the new game, Create Message Box to give infomation).

The paradox of Hypatia - Unity 3D

NOVEMBER 2023 - FEBRUARY 2024

Puzzle Game (2024 CUSGA Best Puzzle Game Finalist)

Gameplay Programmer, Gameplay Designer

- Created graph cut algorithm based on tilemap.
- Created player 2d movement.
- Created player and items animation.
- Created puzzle mechanism(put box on trigger to open the door, laser that destroy player and box, conveyor belt move back and forward).
- Created saving and loading system.
- Created UI System.