

# YANJUN DING

Game Designer, Tech Artist

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Oakville, ON

[LinkedIn](#)

[Portfolio](#)

## EDUCATION

SEP 2022 - MAY 2026  
Bachelor of Game Design

Sheridan College  
Oakville, ON, CA

## SKILLS

- Game Design & Development
- Shader & Rendering
- C# Programming
- Procedural Modeling
- Tool Development
- VFX Creation
- Video Editing

## Software

- Unity
- Unreal
- Blender & Maya
- Houdini
- Substance Painter & Designer
- Miro / Jira
- Photoshop & Premiere

## LANGUAGES

- Mandarin (Native)
- English (Fluent)

## SUMMARY

A current fourth-year Honors Bachelor of Game Design student at Sheridan College, Canada, with a strong foundation in both the theoretical aspects and practical skills of game design and technical art. Experienced as a Game Designer and Technical Artist in academic coursework and independent projects, gaining extensive hands-on knowledge through practice.

## WORK EXPERIENCE

### System Designer, Level Designer

TipsWorks Game - Internship

May 2024 - August 2024 | **Shanghai, China**

- Create and refine engaging environments that aligned with the game's narrative and mechanics. Collaborating with the art and narrative teams to ensure the level layouts provided a balance between gameplay flow and visual storytelling.
- Developed new game mechanics and systems that supported player progression and interaction within the game.
- Design new character abilities that give player unique experience while maintain the balance of the game.

### Tech Artist, Programmer, System Designer

MetroMorphosis - School Projects

Oct 2024 - Apr 2025 | **Oakville, ON**

- Designed modular weapon systems and wrote gameplay scripts implementing character's melee and ranged attack mechanics.
- Created shaders for environments and characters to achieve a comic-book visual style.
- Create visual effects for character's attack, spell and traps.

### Game Designer, Programmer

CPU Chef - TOJam Game Project

May 2024 | **Oakville, ON**

- Provided ideas for the initial concept of the game and wrote implementation code, such as the color change of grilled meat and the UI functionality.
- The game was selected to be showcased at the Toronto Game Jam and gained significant traction on social media platforms in both Japan and China.