

HE JIAQI

+86 150-0178-6535 | hej986436@gmail.com

<https://jiaqihe.dev> | github.com/FranHoward

Room 602, No. 31 Lancun Rd, Pudong, Shanghai

EDUCATION

University of Washington, Seattle

2024.09 – 2028.05 (Expected) | Seattle, US

B.S. in Computer Science, double major in Mathematics · GPA 3.95 / 4.0

University of California, Los Angeles (UCLA)

2023.07 – 2023.08 | Los Angeles, US

Summer Session · GPA 4.0 / 4.0

Honors: Runner-up, North American International Chinese Debate Championship (Nov 2024)

INTERNSHIP EXPERIENCE

Riot Games

Jun 2026 – Aug 2026 | Shanghai, China

Game Development Intern · Generalist Track (Unity + UE5)

independently delivered two full-pipeline game prototypes

Project 1: Dungeon Drifter (Top-down Action Roguelite) [Unity + C#](#)

- Independently developed a top-down action roguelite: character movement & combat via Unity Input System and physics-based collision detection; data-driven weapon system built on ScriptableObject (damage, range, cooldown); stackable three-choice upgrade system for build variety.
- Implemented prefab-based procedural dungeon generation, NavMeshAgent + state-machine enemy AI (patrol / chase / attack), probability-based loot tables and object pooling for runtime performance.
- Managed version control with GitHub; delivered a Windows standalone executable build, a 60–90s trailer video, and a project retrospective.

Project 2: UE5 Full-Pipeline Development [Unreal Engine 5 + C++/Blueprint](#)

- Set up the UE5 project structure from scratch and completed the knowledge transfer from Unity to UE5, mastering Blueprint & C++ collaborative development.
- Implemented an Enhanced Input-driven player character, data-driven item & combat/damage systems, Behavior Tree enemy AI and UMG UI with Niagara VFX and audio feedback; completed level white-boxing, performance profiling and packaging, delivering maintainable, reusable code and assets.

Perfect World Education

Sep 2025 – Oct 2025 | Remote

Game Design Intern

- Led in-depth analysis of the SLG idle strategy game Whiteout Survival, deconstructing core gameplay and 12+ system modules, analyzing monetization strategy (pay-point design, resource-flow model), and producing a 30-page report with 6 optimization proposals, 2 of which were adopted into the Q4 iteration plan.
- Aligned requirements with the lead design team, organized workshops to clarify system logic, and authored functional QA test cases, helping reduce issue-location time by 30%.

PROJECT EXPERIENCE

2026 University of Washington Game Jam

Jan 2026 – Feb 2026 | Seattle, US

Lead Developer (Gameplay / Technical)

- Led development of Curse-Induced, a visual-novel × card-game hybrid in which players, as an amnesia patient, unravel a story through NPC interactions, with card choices branching into multiple endings.
- Built the core gameplay (card submission & swapping) with the Godot engine and designed the full UI flow with interaction scripts, seamlessly integrating UI with gameplay.
- Directed asset adaptation (audio, SFX, illustrations) for a consistent visual & audio style; the game was released on Itch.io and won the "Best Art Award" and "Grand Prize" at the Game Jam.

2025 University of Washington Game Jam

Oct 2025 | Seattle, US

Lead Developer (Gameplay / Technical)

- Led development of The Adventure of Dee and Jay, a rhythm game where two characters with dash / bounce abilities are switched in real time to cooperatively clear music blocks.
- Implemented core mechanics (movement, character switching, skills) with the Godot engine and integrated the team's work into a test build published on Itch.io.

Web Scraping, Machine Learning & Data Visualization with Python

Jun 2025 – Aug 2025 | Online

Core Member · Advisor: Prof. Mark (MIT)

- Conducted web-scraping research with a professor; completed a Final Project building a Flask backend that scrapes population stroke-risk data and performs data cleaning and modeling analysis.
- Designed and generated data visualizations with interactive query & result features delivered through the Flask framework.

Human-Computer Interaction Research Project

Sep 2024 – Dec 2024 | Online

Core Member · Advisor: Prof. Jack (CMU)

- Studied ASR, educational data mining, and intelligent content generation; led the development of a language-learning assistant prototype (incl. pseudocode design) presented at the Final Presentation.
- Survey paper systematically reviewing mainstream algorithms and methods for music trend prediction, published on Research Gate and Advances in Engineering Innovation.

SKILLS & INTERESTS

- **Game Engines:** Unity (LTS), Unreal Engine 5, Godot
- **Programming Languages:** C#, C++, C, Java, Python, JavaScript, SQL
- **Engine Technologies:** Blueprint, ScriptableObject, NavMesh, Behavior Tree, Niagara, UMG, Object Pooling, Enhanced Input
- **Tools:** Git / GitHub, Flask, HTML / CSS, Adobe PS / AI / AE
- **Languages & Interests:** TOEFL 108; Mandarin & Shanghainese (native), Japanese (conversational), Cantonese / French / Spanish (basic) | Drama, swimming, travel, hiking, photography