Kunkun Lin (林坤坤)

Senior AI-Native Full-Stack & Game Engineer | Agentic Systems & Interactive Tech

- 📍 **Location**: Beijing, China *(Available for Relocation to Copenhagen / Europe)*
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EXECUTIVE SUMMARY

- **Senior Software & Game Engineer with 5+ years of production experience**, now operating as an **AI-Native high-velocity developer** delivering full-stack applications and interactive game systems at **3x–5x velocity**.
- **Pioneer in Multi-Agent & AI-Augmented Engineering**: Deeply experienced in orchestrating cutting-edge coding agents (Claude Code, Cursor, Antigravity) with automated verification loops, tool calling, and scaffolding to build production-grade software rapidly without compromising code quality.
- **Deep Systems & Low-Level Foundations**: Expert in **C#, Python, TypeScript, and Go**, with specialized expertise in memory profiling, GC elimination, custom AABB spatial algorithms, and binary-level reverse engineering (IL2CPP, APK hooking).
- **Cloud-Edge & Automation Master**: Architect of serverless edge deployments (Cloudflare Workers/Pages/D1/KV), containerized Linux environments (Docker, systemd, reverse tunnels), and automated CI/CD pipelines.
- **Proven International Experience**: 3 years of overseas engineering deployment in Malaysia with CCCC (bilingual English/Mandarin working environment), demonstrating exceptional adaptability to international agile teams.

TECHNICAL SKILLS

- **AI-Native & Agentic Tooling**: Multi-Agent Workflows, LLM Function Calling, Tool Use, Prompt Architecture, Structured Outputs, Cursor, Claude Code, Antigravity, Headless Browser Automation, Context Optimization.
- **Languages & Frameworks**: C#, Python, TypeScript/JavaScript, Go, Lua, HLSL/ShaderLab.
- **Game Engines & Interactive Tech**: Unity3D (UGUI, Addressables, Spine, Animation, Custom Editors), Custom AABB Spatial Broadphase, Mobile Profiling, GPU Shader Debugging, IL2CPP Reverse Engineering.
- **Cloud & Edge Infrastructure**: Cloudflare Workers, Cloudflare Pages, Cloudflare Tunnel/CDN, Docker, Linux (Ubuntu ARM/AMD), Reverse SSH, Nginx, Redis, CI/CD (GitHub Actions).
- **Web & Full-Stack**: Astro, Vue3, Tailwind CSS, FastAPI, Node.js, WebSockets, RESTful APIs.
- **Languages**: Mandarin (Native), English (Professional Working Proficiency - CET-6).

PROFESSIONAL EXPERIENCE

Senior AI-Native & Game Developer | Beijing SecretLisa Tech Co., Ltd.

Nov 2024 – Feb 2026 | Beijing, China

Focus: Global Casual Titles & AI-Accelerated Production (Pixel Pack!, Color Duck Blast)

- **AI-Accelerated Game Production (*Pixel Pack!* - Launched July 2026)**:
- Led core gameplay architecture from scratch, leveraging AI-augmented workflows (Cursor, Claude Code) to scaffold clean, modular state machines and achieve a **2.5x faster delivery timeline** from prototype to global launch.
- Engineered automated competitor level curve parsers and schema converters, drastically shrinking the design-to-implementation turnaround for new gameplay mechanics.
- **Performance Optimization & Visual Toolchains (*Color Duck Blast*)**:
- Overhauled core physics by replacing bloated 2D physics engines with a bespoke **AABB bounding-box spatial filter**, slashing frame processing times by **40%** on low-to-mid-tier Android devices.
- Created an image-to-grid **visual level editor tool**, enabling designers to rapidly draft puzzles on bitmap canvases that deserialize automatically into game grids—**boosting level production throughput by ~70%**.
- Solved complex mobile GPU shader incompatibilities and resolved garbage collection allocation spikes during chain cascades, sustaining locked 60 FPS performance.

Software & Game Developer | Beijing Youle Technology Co., Ltd.

Jul 2021 – Nov 2024 | Beijing, China

Focus: Dynasty Legends (Gross Revenue > 100M RMB), Military Era Mini-Games

- **High-Concurrency Systems & GVG Battles**:

- Architected real-time Guild vs. Guild (GVG) territory warfare rules and multi-tier tournament progression, decoupling complex client UI states via lightweight event buses and object pools.
- **Security Engineering & Binary Protection**:
- Designed automated client-side integrity pipelines, implementing custom IL2CPP metadata encryption and asset validation to safeguard proprietary game logic against reverse engineering and memory tampering.

Game Developer | Beijing Ledongpai Software Co., Ltd.

Oct 2020 – Jul 2021 | Beijing, China

Focus: Dragon Maiden (Card RPG & RTS Hybrid)

- Implemented responsive gameplay UI, inventory management, and animated scene transitions within proprietary frameworks under rapid two-week agile sprint cycles.

Field Construction & Equipment Engineer | China Communications Construction Co. (CCCC)

Jul 2017 – Sep 2020 | Malaysia

Focus: Mega Marine Land Reclamation Project (Belt and Road Initiative)

- Spearheaded bilingual technical documentation, heavy equipment coordination, and multinational contractor alignment on-site in Malaysia for 3 years.
- Awarded **Annual Outstanding Employee** for cross-cultural problem-solving and strict delivery adherence.

FEATURED INDEPENDENT ENGINEERING PROJECTS

Autonomous Scripting & Reverse Engineering Toolchains

Creator & Lead Engineer | 2024 – Present

- Developed automated reverse engineering utilities for Android Unity binaries (IL2CPP metadata parsing, symbol reconstruction, and runtime hook generation).
- Created headless browser automation scripts and API monitoring pipelines integrating structured JSON extraction and real-time telemetry.

High-Traffic Community & Edge Network (fzd-fans.com)

Founder & Full-Stack Architect | 2023 – Present

- Architected and operated a global web portal serving over 100,000 unique visitors and 1M+ impressions.
- Deployed serverless edge infrastructure utilizing Cloudflare Workers, Pages, and secure Tunnel ingress across hybrid ARM/AMD cloud instances, with zero-downtime CI/CD automation.

EDUCATION

Wuhan University of Technology (武汉理工大学)

Bachelor of Engineering (B.Eng.) in Marine Engineering | 2013 – 2017

- **Rank & Academic Standing**: Top 10% GPA
- **Key Qualifications**: National College English Test Band 6 (CET-6) | National Computer Rank Examination Level 3