

Ian Tang

Game Designer | Gameplay Programmer

hey hi! I'm a game designer with a technical background who loves crafting creative and unconventional gameplay interactions, and exploring how they convey emotions and evoke conversations. I'm addicted to prototyping, but also the happiest when collaborating in groups with a variety of skills and backgrounds, to bring the weirdest ideas to life.

iantyf.github.io

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SELECTED PROJECTS

Lime Juice

Unity

Producer, Technical Director, 2022-present

- Produced and directed a puzzle adventure about a child exploring imaginary worlds through realizing drawings from an untitled sketchbook.
- Led a team of 4 and managed production timeline, workflow, and sprint goals.
- Designed 3 distinct levels, created editor tools to optimize animation workflow, and led implementation of core systems.

The Second Hand

Unity

Gameplay Designer, Lead Programmer, 2022

- Designed a 3D narrative puzzle game about using time to rewrite stories.
- Led playtest and iteration of core interactions, UI, and branching narrative.
- Implemented scalable, real-time rewinding/fastforwarding puzzle mechanic.

Weekly Prototypes

Unity, Excel

Solo Developer, 2022-2023

- Designed and developed 14 weekly prototypes that each centered around a different concept and emotion, presented through various forms and genres.
- Some examples include: play by not playing; a game that asks players to touch hands through converging input; physically swim on a keyboard; wander in a networked graveyard as an async social space; excel as medium.

WORK EXPERIENCE

NYU Game Center

w/ Winnie Song,
Lawra Clark
Jeremy Abel

Graduate Teaching Assistant | Studio I, Tech Art Studio, 2022-2023

- Taught and facilitated 2 graduate-level digital design and production classes.
- Provided both positive and critical feedback to student work and discussion.
- Gave lectures on topics including game feel, procedural animation, and collaboration techniques in Unity and generally as small interdisciplinary teams.

Tencent

Timi Studios

Production Manager Intern | The Division Resurgence, 2020-2021

- Managed productive iterations on level and system design documents and art assets using Jira, Excel, and in-house production tools.
- Developed VBA tools and pipelines to optimize bug reporting process.

Future Reality Lab

w/ Ken Perlin

Researcher, Developer | The Metaroom, 2020-2021

- Implemented various computer graphics concepts and algorithms in JavaScript and WebGL as mid-level API for a web vr project.

EDUCATION

New York University

M.F.A in Game Design, 2021-2023

New York University

B.A in Math and Computer Science, *magna cum laude*, 2017-2021

SKILLS

Design - Rapid Prototyping, Gameplay Design, Interdisciplinary Communication

Dev Tools - Unity, Excel, Jira, Miro, Figma, Photoshop, Maya, Git

Programming - C#, JavaScript, Excel VBA, Python, C++, WebGL, HLSL