

Ian Tang

Game Designer | Gameplay Programmer

hey hi! I'm a game designer with a technical background who loves crafting creative and engaging 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 into reality.

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SELECTED PROJECTS

<div>Lime Juice</div> <div>Unity</div>	<div>Producer, Technical Lead, Game Designer</div> <div>2022 - 2023</div> <ul style="list-style-type: none">Directed an adventure game 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, applying an agile process.Established art asset pipelines and created editor tools to optimize workflow; led implementation of core systems, gameplay loop, and audio.
<div>The Second Hand</div> <div>Unity</div>	<div>Lead Programmer, Game Designer</div> <div>2022</div> <ul style="list-style-type: none">Designed a 3D narrative puzzle game about using time to rewrite stories.Implemented time rewinding/fastforwarding puzzle mechanic using a event-based tree structure, and developed tools and interfaces to help artists with importing animation assets.
<div>Weekly Prototypes</div> <div>Unity</div>	<div>Solo Developer</div> <div>2022 - 2023</div> <ul style="list-style-type: none">Made weekly prototypes that each centered around a different concept and emotion, presented through various forms and genres.Included but not limited to: games with converging inputs (touch hands!), physically swim on a keyboard, wander in a networked graveyard, etc.

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WORK EXPERIENCE

<div>NYU Game Center</div> <div>w/ Winnie Song, Lawra Clark Jeremy Abel</div>	<div>Graduate Teaching Assistant Studio I, Tech Art Studio</div> <div>2022 - 2023</div> <ul style="list-style-type: none">Helped with teaching and facilitating graduate-level digital design and production classes.Provided both positive and critical feedback to student work.Gave lectures on topics including rendering, procedural animation, and techniques in working collaboratively in Unity.
<div>Tencent</div> <div>Timi Studios</div>	<div>Production Manager Intern The Division Resurgence</div> <div>2021</div> <ul style="list-style-type: none">Managed productive iterations on level and system design documents and art assets using Jira, Excel, and in-house production tools.Communicated closely with Timi studio leads and the dev team at Ubisoft (IP owner) and managed production roadmap and milestones.Developed VBA tools and pipelines to optimize design and implementation workflow to better suit the iterative needs of co-development.

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EDUCATION

New York University	M.F.A in Game Design	2021 - 2023
New York University	B.A in Math and Computer Science, <i>magna cum laude</i>	2017 - 2021

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SKILLS

Design - Rapid Prototyping, Experience Design, System Design, Documentation

Dev Tools - Unity, GameMaker, Excel, Jira, Photoshop, Figma, Git

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