Ian Tang

Game Designer | Gameplay Programmer

hey hi! I'm a game designer who loves crafting creative and engaging gameplay mechanics and interactions, and exploring how they convey emotions and evoke conversations. I'm a generalist developer who's mildly addicted to prototyping, and also the happiest when collaborating in groups with a variety of skills, backgrounds, and the weirdest ideas.

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▽ SELECTED PROJECTS

Lime Juice
Unity

Producer, Technical Lead, Game Designer — 2022 - 2023
- 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.

The Second Hand
Unity

Lead Programmer, Game Designer — 2022
- 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.

Weekly Prototypes
Unity

Solo Developer — 2022 - 2023
- 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.

▽ WORK EXPERIENCE

NYU Game Center
w/ Winnie Song,
Lawra Clark
Jeremy Abel

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

Tencent
Timi Studios

Production Manager Intern | The Division Resurgence — 2021
- 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.

▽ 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, Experience Design, System Design, Documentation

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

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