Yifei (Ian) Tang

Technical Designer

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

WORK EXPERIENCE

Benbees Collective — Game Designer, Engineer — *2023.03 - present*

Lime Juice
- Designed and implemented over 200 animated interactions, 3 distinct levels, and narrative puzzle framework in Unity.
- Created editor tools to optimize animation workflow and save iteration time.

Unannounced XR Music Game
- Designed 5 levels with hand-pose interactions in Meta Quest 3.
- Led implementation of game architecture and core systems for inputs, audio recording, and control flow.
- Drafted technical documentation for other designers and engineers.

Weekly Prototypes
- Researched, designed and developed weekly game prototypes, each entered around a different emotion, presented in various forms and genres.

NYU Game Center — Graduate Teaching Assistant — *2022.09 - 2023.05*
- Taught and facilitated 2 graduate-level digital design and production classes.
- Provided both positive and constructive feedback to student work and discussions.
- Gave lectures on topics including game feel, procedural animation, and collaborative coding.
- Troubleshooted technical issues across different platforms and project natures.

Tencent — Production Manager Intern — *2020.12 - 2021.06*

The Division: Resurgence
- Managed supervising workflow and pipelines for level and system design documents and art assets using Jira, Excel, and in-house production tools.
- Developed VBA and Google Script tools to optimize bug reporting process.

Future Reality Lab — Researcher, Developer — *2020.11 - 2021.08*

under Prof. Ken Perlin
- Implemented various computer graphics concepts and algorithms in JavaScript and Webgl as mid-level API for students to study and build on top of in VR.

HONORS/EXHIBITIONS

2024 — IGF Honorable Mention: Best Student Game - *Lime Juice*

2023 — Selection for PlayNYC 2023 - *Lime Juice*
Exhibited at GDC 2023 - *eSwim*
Lectured at ITP Camp 2023, *"Creating asynchronous online social space in Unity with Google Sheets"*

EDUCATION

NYU Game Center — M.F.A in Game Design, *gpa: 3.82* — *2021 - 2023*

NYU Courant — B.A in Math and Computer Science, *magna cum laude, gpa: 3.85* — *2017 - 2021*

SKILLS

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

Design - System Design, Rapid Prototyping, Interdisciplinary Communication

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