Ian Tang

Game Designer | Gameplay Programmer

Hi! I'm a game designer who loves crafting creative and intuitive (or intentionally unintuitive) gameplay interactions and exploring how they evoke emotions and conversations. I'm the happiest when collaborating in groups, especially with people who have a variety of skills, backgrounds, and the weirdest ideas.

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▽ SELECTED GAMES

Continue
Unity

Experience Design, Level Design, Technical Artist   2021
- Designed a 3D walking sim about leaving the past and moving on.
- Focused on level design and overall pacing, led playtests and iterated on player experience and made trade-offs based on feedback and observations.
- Implemented screen-space shading and outline shader in Shader Graph.

The Second Hand
Unity

Game Design, Lead Programming   2022
- Designed a 3D narrative puzzle game about using time to rewrite stories.
- Designed and implemented a dynamic time rewind/fastforward system with the intention to lighten up the puzzle aspect, which allows the player to focus more on explorating the story and all the possible branchings.

▽ WORK EXPERIENCE

NYU Game Center

Teaching Assistant | Studio I   2022
- Helped with teaching and facilitating a graduate-level digital design and production class using Unity.

Tencent
Timi Studios

Production Manager Intern | The Division Resurgence   2021
- Managed productive iterations on level and system design documents and concept arts using Jira, Excel, and in-house production tools.
- Developed VBA tools and pipelines to optimize design and implementation workflow to better suit the iterative nature of co-development.
- Worked closely with Timi studio leads and the design team at Ubisoft (IP owner) to maintain a healthy and efficient co-development relationship.

Future Reality Lab
Advised by
Prof. Ken Perlin

Shared VR Experience Researcher | Metaroom   2020 - 2021
- Designed and researched player interactions using different input patterns with hand controllers in a real-time multiplayer VR experience.
- Implemented hit-testing in WebXR for hand controllers using ray-tracing concepts.

▽ 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, Level Design, System Design, UX, Documentation

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

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

▽ GAMER MOMENTS

Current World Record holder of **Super Auto Pets** speedrun (link)

Previous World Record holder (now no.2) of **Sudoku Zenkai** (PC) (link)