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

TOZZI
Unity

Game Design, Gameplay Programming, VFX — 2022
- Designed a 3D first-person atmospheric horror adventure where player perceives the environment from inside a dice.
- Implemented core game loop, sound, and screen-space VFX.

The Second Hand
Unity

Game Design, Lead Programming — 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 into the system.

▽ 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 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 input schemes and hand interactions for a real-time multiplayer VR experience.
- Implemented hit-testing in a web-based shared virtual space 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