

Yifei (Ian) Tang

Game Designer

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.

→ iantyf.github.io

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WORK EXPERIENCE

Benbees Collective

- *i want to be a tree (but life has other ideas)*

- *Lime Juice*

- *Weekly Prototypes*

Game Designer, Engineer

2023.03 - present

- Directed an experimental artgame about struggling and putting leaves back on trees.
- Implemented core gameplay in C#, including custom IK physics for climbing.
- Filmed and designed multimedia elements in collaboration with visual and sound designers.
- Led a team of 5 and managed production timeline, asset pipelines, and sprint goals.
- Designed and implemented over 200 animated interactions, 3 distinct levels, and narrative puzzle framework in Unity.
- Created editor tools to optimize animation workflow and support quicker iteration.
- Researched, designed and developed over two dozens weekly game prototypes, each entered around a different emotion, presented in various forms and genres.

NYU Game Center

- *Game Studio I*
& *Tech Art Studio*

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 Timi Studios

- *The Division: Resurgence*

Production Manager Intern

2020.12 - 2021.06

- 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

- *with Prof. Ken Perlin*

Researcher, Developer

2020.11 - 2021.08

- 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

A MAZE. 2024, Award Nomination - *i want to be a tree (but life has other ideas)*

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

2023

PlayNYC 2023, Official Selection - *Lime Juice*

GDC 2023, Exhibition - *eSwim*

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