

# Reagan Wang

3096 McClintock Avenue • Los Angeles, California 90089 • (213) 604-4633 •  
[reaganwa@usc.edu](mailto:reaganwa@usc.edu) • <https://github.com/Reagan-Wang> • [reagan-wang.github.io](https://reagan-wang.github.io)

## Education

### University of Southern California

Bachelor of Science, Computer Science (Games)

Dean's Scholar

Los Angeles, CA

September 2022 - May 2026

GPA - 3.82

Relevant Completed/Intended Coursework: Data Structures and Object Oriented Design, Introduction to Interactive Entertainment, Linear Algebra and Differential Equations, Principles of Software Development, Game Design Workshop, Game Prototyping

### King's College

Auckland, New Zealand

December, 2021

## Awards

- GDC Game Narrative Analysis Competition Gold Winner

## Academic Projects

### 7 Unity Game Prototypes

- Developed a game prototype in Unity with a new partner every week following given prompts.
- Quickly established workflows for using Unity and managing teammates.
- Utilised and strengthened proficiency in reading engine documentation.

### Board Games

- Working as part of a 4 person team to design and produce board games following design prompts in the span of 3 weeks.
- Rapidly iterating on design of game based on playtest feedback gained from observational notes and player surveys.

## Personal Projects

### Deck Building Game

- Physically prototyping and playtesting a deckbuilder game inspired by the FSAE car development process.
- Programming in Godot using C# for scripting.

### Personal Website

- Designing and programming a personal website using Github Pages for the purpose of hosting my portfolio.
- Programming in HTML and CSS.

## Skills

- **Programming languages:** C++, C#, Python, Java, HTML, CSS
- **Software proficiencies:** Google Workspace suite, DaVinci Resolve, GIMP graphics editor, Godot, Git, Unity
- **Other:** Latin literacy, conversational French, conversational Mandarin