

JOSEPH YAN

Vancouver, BC, Canada | (778) 859-6879 | josephyan.shijun@gmail.com | github.com/RuYi-NG

EDUCATION

University of Toronto, St. George Campus

H.Bachelor of Science

- **Program:** Major in Statistics, Double Minor in Computer Science and Visual Studies

Toronto, ON, Canada

Completed: Jun 2024

Tencent Institute of Games

Game Designer Open Course

Online

Completed: Nov 2022

Vancouver Film School

Diploma in Game Design

Vancouver, BC, Canada

Expected Completion: Aug 2025

PROJECT

By The Blade - Unity (C#)

Technical Designer/Artist

- A Isometric hack and slash game with a focus on precisely timed parry and counterattacks.

File Explorer - Unity (C#)

Level Designer

- A 2D side scroller puzzle based platformer with a focus on players building their own path to form a solution

Beats and Bolts - Unity (C#)

Gameplay Programmer

- A 3D rhythm based action combat boss rush game with a focus on moving and attacking on the beat.

Frogger - Assembly Language

- A replica of the arcade game Frogger using Assembly language with 2-player compatibility.

Skillcraft Analysis - R

- A data analysis report supported by multivariate linear models that predict players' performance and how different factors affect their skill level through StarCraft II match metadata.

EXPERIENCE

AutoAttack Games

San Francisco, CA (Remote)

Legion TD 2

Simplified Chinese Localization Lead (Freelance)

Nov 2016 - Present

- In-game content and Steam page localization, ~40k words / 4k term glossary
- Monitor and collect Chinese community feedback

Moonton Technology

Mobile Legends: Bang Bang

Combat Designer Intern

Shanghai, China

May 2023 - Aug 2023

- Combat logic implementation
- Participated in hero rework/design pipelines

DDL Games

Digital Marketing Intern

Vancouver, BC

June 2022 - Aug 2022

- Competitor product research and data analysis
- Prepare marketing campaign material

ADDITIONAL

Languages: Bilingual in English and Mandarin

Skills: Java, Python, C#, R, Unity, CAT Tools, SQL(PSQL), Adobe Premiere