Sebastian Yang

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Education

Carnegie Mellon University (Pittsburgh, PA)   GPA: 4.0/4.0
B.S. in Information Systems   Expected Graduation Dec 2021
Additional major in Statistics and Machine Leaning   Minor in Game Design & Business Administration
Programming Language: Python, Java, C#, C, HTML, CSS, JS, Jekyll, Git, SQL, MongoDB, R, Ruby on Rails

Internship

Game Design and Operations Trainee
Tencent Interactive Entertainment Group   Sep 2020 – Present
- Apprenticing in Tencent's TiMi Studios(5% acceptance rate) in areas of design, production, and operations
- Producer of an 8-student team to design an undisclosed mobile game, using a weekly-scrum agile approach

Gaming Business Development Intern
ByteDance (Tiktok) Games   June 2020 – August 2020
- Collaborated with internal publishing team and external stakeholders for potential game licensing deals
- Worked with the strategy team to conduct a market-entry study and multiple market research studies

Market and User Researcher
Tencent Interactive Entertainment Group   March 2020 – June 2020
- Conducted multiple user interviews and two games' competitor research for Tencent in the US market
- Analyzed first-party gamer data through data visualization, provided insights about customer behavior
- Submitted multiple memos about industry trends; analyzed newly released mobile and PC games in the US

Student Worker
Carnegie Mellon University   April 2019 – Present
- Instructor for Game Creation (98-127); gave lectures about Unity, C#, and game production techniques
- Teaching Assistant for Information Systems Milieux (36-250); held office hours for web dev problems
- Led CMU's official social media initiative in China by working with marketing and alumni association

Product Management

Game Producer/Programmer
Unity3D VR Game - Puttplot   Fall 2019
- Led a five-person team and built a story-based role-playing virtual reality golf game using Unity3D
- Organized daily scrum and rapid prototyping, maintained a strict six-week production schedule
- Prioritize product features based on user feedback; held weekly playtest sessions and ad-hoc user research
- Used C# and worked with scriptable objects for core game machines, including calibrating golfing gesture

Co-Founder/Product Manager
Web Application - Transease   Spring 2018
- Led a three-person team to develop a peer-to-peer live translation web application
- Coordinated development schedule; researched the translation market and competitors
- Created user stories and conducted user testing to refine the prototype, held extensive follow-up interviews

Software Development

Mobile Game Developer
LittleMoochi Studio   February 2020 – May 2020
- Developed a mobile game that promotes healthy eating habits for kids; available on iOS and Google Play
- Using Unity and C#, implemented GUI, gameplay interaction, sharing, and in-app purchase features

Programmer
CMU Game Creation Society   Spring 2019 - Present
- Developed a game in 30 hours in GGJ; received Best Diversity Theme Award; deployed to Google Play
- Developed a real-time strategy game using Unity; focused on optimizing the game for mobile phones
- Developed a local multiple-player game; worked on programming with C#; received People's Choice Award