

# YANGYING REN

## Producer

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### Skill Set

#### Production:

Trello, Jira (Production)  
MS Office Suite (Financial Analysis)  
Github (Project Management)  
Discord (Community Management)

#### Game Design:

Unity (Prototyping, ProBuilder, Fungus)  
Unreal (Blueprint)  
RPG Maker (Prototyping)

#### Art:

Adobe Photoshop (UI Design, Illustration)  
Maya (3D Animation)  
Adobe Animation (2D Animation)  
Adobe Premiere Pro (Video Editing)

#### Audio:

Audacity (Sound Editing)

#### Programming:

C# (Game Development)  
Python (Data Analysis)

#### Languages:

Mandarin (Native)  
English (Professional)  
French (Intermediate)

### Education

#### New York University

2020 - 2022  
MFA in Game Design  
GPA: 3.9/4.0

#### Stony Brook University

2017 - 2019  
M.S. in Applied Mathematics  
Certificate in Data Science  
GPA: 3.7/4.0

#### Zhongnan University of Economics and Law

2013 - 2017  
B.Econ in Financial Engineering  
GPA: 3.7/4.0

### Relevant Experience

#### Global Game Jam CiG site Staff

12/2021 - 01/2022

#### Chinese in Games Community

Remote

- Planned the event preparation schedule and workflow.
- Built the Discord channel, including writing announcements, setting rules, and editing the FAQ section.
- Supported participants during the game jam, including providing relevant developing resource and giving production advice.

#### Teaching Assistant

09/2021 - 12/2021

#### New York University

New York, United States

Introduction to Game Design, 3D Game Animation

- Instructed a lab of 16 students, checked every team's weekly workflow.
- Fulfilled preparation work for the class, including organizing assignment teams, counting student attendance and preparing course essential documents.
- Gave feedback and critique to student game demo, including 4 tabletop game topics and 1 digital game topic.

#### Game Design Intern

05/2020 - 08/2020

#### Tencent Games

Beijing, China

Game Name: The Legend of Qin · World (MMORPG)

- Designed plot and dialogue, including more than 5 characters' background stories and a DLC's main quest story.
- Reported the senior designer's need to artists and programmers, including game function and art asset demand.
- Analysed online player data with Python to investigate the playing time of each level and the difficulty curve.

### Game Projects

#### Limited Impression About Rebecca (2 person project)

09/2021 - Present

#### Producer, Narrative Design, Level Design, Programming, UI/UX

Tools: Unity3D, Jira, Adobe Photoshop, Adobe Animation

- A multi-ending detective game inspired by *12 Angry Men* and *Rashomon*.
- Used Jira to check the weekly work accomplishment and plan future workflow, including the manual script editing schedule and art asset progress.
- Reported production milestones and problems to the advisor.
- Wrote design document and pitch presentation at the early development stage.

#### The Last Mission of Yuri (4 person project)

02/2021 - 05/2021

#### Producer, Narrative Design, Technical Art, UI/UX, Sound

Tools: Unity3D, Trello, SketchUp, Adobe Photoshop, Audacity

- A narrative-rich walking simulation inspired by Soviet brutalism architecture.
- Checked team members' progress and planned the future work schedule.
- Used Post Processing to create a dynamic light interaction as part of level design and storytelling.