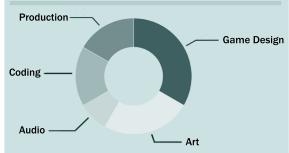
YANGYING REN **Game Designer**

: www.linkedin.com/in/yangying-ren

: www.yangying-ren-gameandart.com

Skill Set



Game Design:

Unity, RPG Maker

Art:

Adobe Photoshop, Maya, Adobe Animation, Adobe Premiere Pro

Audio:

Audacity

Programming:

C#, Python

Production:

MS Office Suits, Github

Languages:

Mandarin (Native)

English (Professional)

Education

New York University

2020 - Present

MFA in Game Design

GPA: 3.92/4.0

Stony Brook University

2017 - 2019

M.S. in Applied Mathematics

Certificate in Data Science

GPA: 3.68/4.0

Zhongnan University of Economics and Law

2013 - 2017

B.Econ in Financial Engineering

GPA: 3.73/4.0

Relevant Experience

: ryysophie@126.com

Teaching Assistant

09/2021 - 12/2021

New York Universiy

New York, United States

: 347-276-4658

Class Name: Intro to Game Design

- Instructed the Lab class.
- Given feedback and critique to student demo.

Game Design Intern

05/2020 - 08/2020

Tencent Games

Beijing, China

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

- Designed the side stories.
- Designed game scenes and props description.
- Analysed online players data

Game Projects

The Last Mission of Yuri (Walking Sim)

2021

Narrative Design, Technical Art, UI/UX, Sound

- Brutalist architecture, Gravity rotation, Narrative Strong
- Used light and environment interaction to tell the story.
- Designed a turnable diary-style book menu.

Valentine Escaping (Visual Novel)

2021

Narrative Design, Animation, Music

- Multi-endings, Comic style, Jazz music
- Designed a interactable storyboard system to let the player adjust the story timeline.
- Designed several jazz style original soundtracks.

The Little Match Girl (Strategy)

2020

Level Design, 2D Art

Hand-drawing, Ludum Dare 2 days work

- Designed the 2D art assets.
- Designed the numerical system.

Midnight Odyssey (Platformer Puzzle)

2019

Solo work

- Art Nouveau, Fairytales, Hand-drawing
- Designed art assets (include animation, UI, character, environment)
- Written code scripts.