YANGYING REN

Game Designer

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Skill Set

Game Design:
Unity (Prototyping, ProBuilder, Fungus)
Unreal (Blueprint)
RPG Maker (Prototyping)

Programming:
C# (Game Development)
Python (Data Analysis)

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

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

Audio:
Audacity (Sound Editing)

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

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, provided research references and playtest.
- Held an exercise about understanding players, including designing a playtest survey, observing players' behavior and communicating with players.
- 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.
- Designed game scenes and props, including a DLC's main architecture concept and several weapons' description.
- Analysed online player data with Python to investigate the playing time of each level and the difficulty curve.
- Reported bugs to the development team, including game crashes, interface bugs and performance bugs.

Game Projects

Limited Impression About Rebecca (2 person project)   **09/2021 - Present**
Narrative Design, Level Design, Programming, UI/UX
Tools: Unity3D, Fungus, Adobe Photoshop, Adobe Animation
- A multi-ending detective game inspired by *12 Angry Men* and *Rashomon*.
- Used Fungus in Unity to create the game flowchart, including the mission flowchart and a prop backpack system.
- Wrote stories, including the main story and 4 characters' side quest stories.
- Reported milestones and problems to the advisor and wrote the design related documents, including playtest report and design statement.

The Last Mission of Yuri (4 person project)   **02/2021 - 05/2021**
Narrative Design, Technical Art, UI/UX, Sound
Tools: Unity3D, SketchUp, Adobe Photoshop, Audacity
- A narrative-rich walking simulation inspired by Soviet brutalism architecture.
- Used Post Processing to create a dynamic light interaction as part of level design and storytelling.
- Designed 2D art assets as part of environment narrative, including several space-racing posters, interactable notebook and a mural.
- Designed a turnable Soviet diary-style book menu with map checking function, sound adjusting and a in-game music player.