YANGYING REN
Game Designer

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Technical Skills

Software:
Unity, Adobe Photoshop, Maya, Adobe Premiere Pro, Audacity, Adobe Animation, Adobe After Effects, MS Office Suite, GitHub

Programming:
C#, Python

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

Activities

Stop Asian Hate Game Jam
2021, Organizer

Game Center Student Council
2020 - 2021, Member

Relevant Experience

Teaching Assistant   **09/2021 - 12/2021**
New York Universiy   **New York, United States**
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
• A strange journey of a Soviet astronaut in the space.

Valentine Escaping (Visual Novel)   **2021**
Narrative Design, Animation, Sound
• Multi-endings, Comic style, Jazz music
• A game that the player can decide story timeline.

XXPATH (Walking Sim)   **2021**
Narrative Design
• Meta game, Minimalism, Global Game Jam 2 days work
• A sarcastic story about making game by walking.

The Little Match Girl (Strategy)   **2020**
Level Design, 2D Art
• Hand-drawing, Ludum Dare 2 days work
• A source collecting game about surviving in snow nights.

Midnight Odyssey (Platformer Puzzle)   **2019**
Solo work
• Art Nouveau, Fairytales, Hand-drawing
• An adventure about two broken toys escaping together.