

YANGYING REN

Game Designer

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Skill Set

Game Design:

Unity (Prototyping, ProBuilder, Fungus)

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)

Production:

MS Office Suite (Financial Analysis)

Github (Project Management)

Trello (Project Management)

Discord (Community Management)

Languages:

Mandarin (Native)

English (Professional)

French (Intermediate)

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

Teaching Assistant

09/2021 - 12/2021

New York University

New York, United States

Class Name: Introduction to Game Design

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

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 description, 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.

Game Projects

Limited Impression About Rebecca (2 person project)

09/2021 - Present

Narrative Design, Level Design, Programming, Animation, 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 a game saving system and a prop backpack system.
- Wrote stories, including the main story and 4 characters' side quest stories.
- Designed individual feeling calculation model for each character based on their personality settings.
- Designed characters acting animations with Adobe Animation rigging, including walk cycle, stand by gesture and emotions.

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.