

# Samuel Tang

310 Third Ave Room 1405B, New York, NY 10010 • (732) 829-9723

[samuel.y.tang@gmail.com](mailto:samuel.y.tang@gmail.com) • [linkedin.com/in/samuel-y-tang/](https://www.linkedin.com/in/samuel-y-tang/) • <https://www.samuelytang.me/>

## EDUCATION

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**New York University, College of Arts & Science** – New York, NY

**September 2022 – May 2026**

*Bachelor of Arts in Computer Science* | Minor: Game Design | Cumulative GPA: 3.82/4.00

## RELEVANT COURSEWORK

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**Computer Science:** Intro to Computer Science, Data Structures, Computer Systems Organization (Current), Basic Algorithms (Current)

**Math:** Discrete Mathematics, Linear Algebra

**Game Design:** Intro to Programming for Games, Intro to Game Design (Current)

## PROJECTS

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### Game Design Prototypes

- Collaborated with many groups to create prototypes of several different tabletop games with varying design constraints and challenges.
- Created constant revisions and learned design philosophies through playtesting and feedback gathering.
- *Spartan Yahtzee, Kingslayers, Mother*, etc.

### Riot API Stat Tracker

- Took data from Riot's API to create a Python script that shows an entered user's most recent stats for a desired game mode in League of Legends.
- Shows info such as character with best/worst KDA over last 25 games, most played character, etc.
- Shows a list of players with KDAs separated by teams from the most recent game.

### Sequence Memory Test Player

- Created a Python script that automatically plays *Human Benchmark's Sequence Memory* test.
- Utilized PyAutoGUI to check for changes of color on screen and add the positions to a list.

### GameMaker Games

- Recreated many mini 2D games using the GameMaker engine.
- *Space Invaders* style game, *Frogger*, *Pokemon* battle, *Mario Bros*, etc.

### The Rundown Podcast Series

- Collaborated with a friend to write, film, and edit a seven episode podcast series.
- Researched about different video game related topics (design philosophies, development process, mainstream impact, speedrunning, esports, etc.).

## EXTRACURRICULAR ACTIVITIES

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### NYU Overwatch 2 Team - Player

**September 2022 - Present**

- Competed in Blizzard Entertainment's official *Overwatch 2* Collegiate league.
- Competed in smaller open leagues (National Association of Collegiate Esports, Eastern College Athletic Conference).
- Organized practice matches against other teams and reviewed replays to discuss ways to improve.
- Assisted in organizing team dinners and other social events.

## SKILLS

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Languages: Java, C, Python, GML

Technologies: GameMaker Studio, Adobe Premiere Pro, Visual Studio Code, Github, Git, LaTeX, Linux