

Samuel Tang

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EDUCATION

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

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

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.).

"Amazon Warehouse" Robot

- Designed and constructed a "forklift" style VexIQ robot that could pickup and drop off a "package."
- Created a program that would simulate navigating an "Amazon warehouse" with an interactable screen that allowed for someone to pick the desired shelf's row, side, and height.

EXTRACURRICULAR ACTIVITIES

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)
- Assisted in organizing team dinners and other social events.

TECHNICAL SKILLS

Java (2 yrs), Python (2 yrs), GameMaker Studio, Adobe Premiere Pro