

# 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

Dean's List for Academic Year, 2022, 2023

## RELEVANT COURSEWORK

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

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

## EXPERIENCE

**EGD Collective Game Studio Program, Studio Aspen** – New York, NY

**September 2022 – Present**

*Programming Team Member*

- Work in an environment that replicates a large AAA studio.
- Collaborate with a smaller specialized team within a larger department to develop a game while also attending game jams, professional talks, conventions, and more events.

## PROJECTS

### ***Dice Wars & Echolocation***

- (*Dice Wars*) A 2 player deck-building-esque game built around the mechanic of rolling dice. Players periodically add dice to their dice pool to strengthen and change their army's playstyle.
- (*Echolocation*) A collaborative social game inspired from *Wavelength*. Players must attempt to understand each other's interpretations of words to navigate towards a location on the board.
- Collaborated with 4 other members to create prototypes while learning design philosophies through receiving feedback from professional game designers and public playtest events.

### ***Frogger Recreation***

- Recreated the 1981 arcade game *Frogger* in the GameMaker engine.
- Remade the game's original assets (sprites, sound, etc.) and mechanics (scoring system, difficulty scaling, etc.).

### ***Riot API Stat Tracker***

- Used 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*.
- Displays 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.

### ***The Rundown Podcast Series***

- Collaborated with a friend to write, film, and edit a 7 episode podcast series.
- Researched about different video game related topics (design philosophies, development process, mainstream impact, speedrunning, esports, etc.).

## EXTRACURRICULAR ACTIVITIES

**NYU Overwatch 2 Team - Senior Team Member**

**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

Coding: Java, C, C#, Python, GML, x86-64 Assembly

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

Languages: English (native), Chinese (fluency at native level)