

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

Programmer (Combat Team)

- Work in an environment with 100+ people 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.
- Utilize and learn the Unity game engine along with standard Github workflow.

PROJECTS

Unix Shell

- Recreated a simplified version of the Unix shell written in C.
- Implemented the use of pipes, input and output redirection, and built-in commands such as "exit", "ls", "cd", etc.
- Became more familiar with the Linux programming environment and the shell and topics such as how processes are created, destroyed, and managed, how to handle signals and I/O redirection, etc.

Expense Tracking Mobile Web App

- Collaborated with 4 other programmers over 2 sprints to create an expense tracking mobile web app.
- Included features such as signing in and adding, removing, and editing, as well as searching and sorting logs of expenses.
- Utilized HTML & CSS for the front-end, Python and flask for the back-end, MongoDB for the database.

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.

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#, C++, Python, HTML, CSS, GML, x86-64 Assembly

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

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