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

RELEVANT COURSEWORK

Computer Science: Intro to Computer Science, Data Structures, Computer Systems Organization, Basic Algorithms, Operating Systems (Current), Intro to Computer Security (Current)
Game Design: Intro to Programming for Games, Intro to Game Design, Intro to Game Development (Current), Intro to Game Studies (Current)

PROJECTS

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.
- *Kingslayers, Mother, Echolocation, Dice Wars,* 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

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

Coding: Java, C, Python, GML, x86-64 Assembly
Technologies: GameMaker Studio, Adobe Premiere Pro, VS Code, Github, Git, LaTeX, Linux
Languages: English (native), Chinese (fluency at native level)