

## 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 Fellow** – New York, NY

**September 2022 – Present**

*Programmer (Combat Team)*

- Work in a **cross-disciplinary team environment** with 100+ people that replicates a large AAA studio with an **agile development** workflow.
- Communicate between teams with **verbal meetings** and **written documentation**.
- Collaborate with a smaller specialized team within a larger department to develop a game in **Unity** using **C#** while also attending game jams, professional talks, conventions, and more events.
- Created scripts for a versatile status effect system and prefab and script for a fireball projectile.

## PROJECTS

### Emotion Recognition and Mental Health Advice app

- Coordinated with 3 other programmers over 2 sprints.
- Used an existing **Hugging Face machine learning** API to analyze and classify a user's emotion based on recorded audio input, then provide the user with advice based on the detected emotion.
- Utilized **HTML & CSS** for the front-end, **Python** and **flask** for the back-end, **MongoDB** for the database, **Docker** for containers.

### 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 familiarized with the **Linux** programming environment and the shell along with topics such as how processes are created, destroyed, and managed, how to handle signals and I/O redirection, etc.

### Expense Tracking Mobile Web App

- Coordinated with 4 other programmers over 2 sprints.
- 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** and making needed changes through receiving feedback from professional game designers and public **playtest** events.

## 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, Docker

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