Yi Dai

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EDUCATION

University of Southern California   Grad: May 2023
    M.S. Computer Science (Game Development) / Received Dean's Scholarship

University of California, Santa Barbara   Grad: June 2021
    B.S. Computer Science / With Dean's Honors
    B.A. History / With Dean's Honors

SKILLS

- C#, C/C++, Unity, Python, Java
- Perforce, Git, Notion, Trello, Maya, Agile Software Development, Rapid Game Prototyping

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EXPERIENCE

[Eye 4 Eye](#) – Game Director, Lead Producer – Unity, C#, Perforce   April 2022 - June 2023

- Led a team of 46 in developing a 1.5-hour, 3D detective game from concept to publication in 14 months. *Eye 4 Eye* has so far received 100% positive reviews from players worldwide on Steam.
- Conceptualized and drove the creative vision, designed and built the original prototypes, pitched the game idea and was selected & funded by USC Games out of 34 submissions.
- Collaborated with designers iterating on game puzzles, mechanics, and stories. Wrote game dialogues, directed voice-over recording sessions.
- Led and managed productions of all 9 departments, wrote and maintained detailed milestone and sprint production plans based on development status.
- Designed and built the tutorial level, hosted playtest sessions, liaised with designers, UI artists, and engineers to improve usability and create immersive gameplay.
- Found and provided clear and detailed reports of bugs for other departments, worked with designers, engineers, and audio designers resolving technical bugs in-engine. 92% of all bugs discovered were fixed by the end.

Born Global – Game Development Intern – Unity, C#, Git   May 2022 - Aug. 2022

- Designed and developed a 2D educational game about biomimicry in a team of four. Game was showcased at the 2022 World Biodiversity Forum.
- Prototyped the crafting mechanic and developed it into a complex and scalable system.
- Designed, prototyped, and developed a multi-state 2D companion that follows the player.
- Built a complete animation system for the main character's movements.

[Kach](#) – Co-Creative Director, Game Designer, Programmer, Writer – Unity, C#, Perforce   Jan. 2022 - May 2022

- Developed and published a 3D first-person horror game in a team of two. *Kach* has so far received 200+ reviews from players worldwide with a "Very Positive" overall rating on Steam.
- Created and iterated on the game's narrative and world. Designed the in-game environment outside of the house. Wrote detailed beat-by-beat game design documents, wrote game dialogues and expositional documents.
- Prototyped and developed a complex interaction and examination system handling all 32 environmental interactions and 6 unique interactions. Designed and built core ambient elements including the teleporting statue.

[Hedge Hug](#) – Engineering Volunteer – Unity, C#, Perforce   Sept. 2021 - May 2022

- Refactored the dialogue system and improved the workflow by linking it with spreadsheets, making it easier for designers to modify and test dialogues. Implemented the text-skipping feature.
- Improved breathing mini-game mechanic to have responsive feedback, implemented a dynamic difficulty feature.

[Beakon](#) – Level Designer, Engineer – Unity, C#, Git   Nov. 2021

- Designed and built the game's entire 2D level within a one-day deadline, implemented a camera parallax effect.
- Developed and refined a 2D character controller with walking & flying states.