

# Yi Dai

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## EDUCATION

<b>University of Southern California</b> <ul style="list-style-type: none"><li>M.S. Computer Science (Game Development)<ul style="list-style-type: none"><li>Received Dean's Scholarship</li></ul></li></ul>	Aug. 2021 – May 2023
<b>University of California, Santa Barbara</b> <ul style="list-style-type: none"><li>B.S. Computer Science</li><li>B.A. History</li></ul>	Sep. 2018 – Jun. 2021
<b>Sierra College</b> <ul style="list-style-type: none"><li>A.S. Mathematics for Transfer; Physics for Transfer; Natural Science</li></ul>	Jun. 2016 – Aug. 2018

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## LANGUAGES/ TECHNOLOGIES/ TOOLS

- C++, C#, Python, HTML, JavaScript (Beginner), Kotlin (Beginner)
  - Unity, Unix/Linux, React (Beginner), Maya (Beginner)
  - Git, Perforce, Agile Project Development, Rapid Game Prototyping, Trello
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## PROJECTS

<b>Eye 4 Eye – Game Director</b> <ul style="list-style-type: none"><li>A 3D Detective game set in an original futuristic world exploring concepts of getting over one's past.</li><li>Responsible for the creative direction of the game, whole team resource management, and facilitating communication with faculty and students from other colleges.</li><li>Selected to be one of the 10 Directors for USC Advanced Game Project 2023 after 2 rounds of selection among 34 proposals.</li><li>Currently leading a team of more than 30 students working on this project for a full academic year.</li><li><b>Technologies:</b> Unity, C#, Perforce</li></ul>	Apr. 2022 – Present
<b>Kach – Co-Creative Director</b> <ul style="list-style-type: none"><li>A 3D first-person horror walking simulator with a low-poly monochromatic aesthetic.</li><li>As the co-creative director of this graduate course project, developed the game from the ground up, design game level and set up environment, responsible for implementing core game loop features including examination mechanic.</li><li>Game has been played by 13000+ players worldwide, it received more than 100 Very Positive reviews on Steam during the first month of publishing. It has also gained great attraction from YouTube content creators.</li><li>Wrote game design macro document and constructed burndown chart; organized brainstorm and stand-up meeting sessions; set up version control environment; made presentations for review meetings; and recruited members outside of the class.</li><li><b>Technologies:</b> Unity, C#, Perforce</li></ul>	Jan. 2022 - May 2022

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## EXPERIENCE

### Game Engineer & Designer Intern

<b>Born Global</b> <ul style="list-style-type: none"><li>Developed a 2D educational game <a href="#">Alchemist Garden</a> from scratch in Unity for the Born Global Foundation.</li><li>In a team of 4, as one of the 2 engineers, designed and implemented the playable character controller; prototyped and developed the game's character companion system and scalable crafting system.</li><li>Helped write up design documents and manage production.</li><li>Worked with high school students from Lebanon to encourage more female engineers in the industry.</li><li>The game with the team's presentation video was showcased at the 2022 World Biodiversity Forum in Davos in front of 200 scientists on-site and more than 10000 viewers online.</li></ul>	May 2022 – Aug. 2022
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<b>Student Worker at USC Bookstore – University of Southern California</b> <ul style="list-style-type: none"><li>Worked as a cashier at the register including during Gamedays.</li><li>Answered customer inquiries and supported fellow coworkers in their work.</li><li>Organized merchandise on different floors, and managed shelf stocking.</li></ul>	Sept. 2022 – Present
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<b>Student Assistant for USC Game Design Workshop Lab – USC School of Cinematic Arts</b> <ul style="list-style-type: none"><li>Assisted the professor in setting up the classroom, and giving feedback on students' games.</li><li>Answered students' questions during and outside of class. Held office hours every week.</li></ul>	Aug. 2022 – Present
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