

YANGYING REN

Game Designer

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Skill Set

Game Design:

Unity (Prototyping, ProBuilder, Fungus)
Unreal (Blueprint)

AI-Assisted Workflow:

ChatGPT, Google Gemini, Claude

Programming & Data:

C# (Game Development)
Python (Data Analysis)
JSON (Content Implementation)

Visual & Content Tools:

Adobe Photoshop (UI Design, Illustration)
Maya (3D Animation)
Adobe Animate (2D Animation)
Adobe Premiere Pro (Video Editing)

Production & Version Control:

MS Office Suite (Game Analysis)
Trello, Jira (Production)

Languages:

Mandarin (Native)
English (Professional)
French (Intermediate)

Awards & Recognition

IndieCade — Jury Member, 2026
Indigo Design Awards — Gold
Game Design for Social Change
MUSE Creative Awards — Gold
Games/Games-Related Website
NYX Game Awards — Silver
Game Design: Storyline

Education

New York University

MFA, Game Design, 2022

Stony Brook University

M.S, Applied Mathematics
Certificate in Data Science, 2019

Zhongnan University of Economics and Law

B.Econ, Financial Engineering, 2017

Professional Experience

Game Designer

Sep 2022 - Present

Jam City, Inc.

Burbank, California

Disney Magic Match 3D (Mobile F2P Match-3)

- Owned the monthly Card Album feature to enhance game monetization, including selecting high-level IPs based on synergy or season, defining card timecodes and frame colors, and writing card descriptions.
- Designed the Magic Mini statue collection, including selecting high-level characters, writing pose briefs, and reviewing the final poses.
- Created the Magic Item collection and monthly Magic Item events to promote new in-game level packages, including selecting items by theme, writing set names, and designing event promotion pop-ups.

Disney Emoji Blitz (Mobile F2P Match-3)

- Designed reward systems, including event rewards, special giveaways, the monthly battle pass, and the login rewards calendar to maximize player engagement and retention.
- Designed game missions, including 4 event missions per month, daily missions, and level-up missions. Tuned mission values to improve gameplay balance.
- Owned power-up skills and animations for 15 characters, including writing high-level design documents, tuning skill values, reviewing storyboards, in-game functionality, and final animations.
- Mentored new designers on the design process, including design principles, variable definitions, and in-game content implementation.
- Collaborated with composers on audio design by writing audio direction and reviewing game stingers, sound effects, and final audio implementation.

Teaching Assistant, NYU Game Center

Sep 2021 - May 2022

New York University

Brooklyn, New York

Introduction to Game Design, 3D Game Animation

- Led game design labs for 16 students and provided mentorship on prototyping, playtesting, and player research.
- Critiqued student game projects and guided design iteration for tabletop and digital games.

Game Design Intern

May 2020 - Aug 2020

Tencent Games

Beijing, China

The Legend of Qin · World (Mobile F2P MMORPG)

- Designed plots and dialogues, including more than 5 characters' background stories and a main quest story of a DLC.
- Designed game scenes and props, including the main architecture concept of a DLC and several weapons' description.
- Analyzed online player data with Python to investigate the completion rate for each level and the difficulty curve.