SEAN S. TANG

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GAME & LEVEL DESIGNER

A passionate, innovative, and bilingual (English/ Chinese) game designer focuses on level design. Currently pursuing a Master of Science degree in Games and Playable Media at the University of Santa Cruz.

EDUCATION

University of California, Santa Cruz. Santa Clara, CA | Sept 2021 – Present
Master of Science, Games and Playable Media
- Core Courses – Level Design, Game Design System, Game development I (Python), Game development II (C#), Game technologies, Game and playable media studio, Professional Development for game makers, Game Proseminar

University of California, Irvine. Irvine, CA | Sept 2019 – Mar 2021
Bachelor of Art: Art
- GPA: 3.88

TECHNICAL SKILLS

Level Design	Prototyping	Block out	Modeling	Game UI
Mechanics	Storytelling	Unity	Unreal	Photoshop
Maya	Python	C#	2D/ 3D Assets	Teamwork

PROJECTS

Award | Funovus Game Jam | 3D | Lead Level Designer | Jan 2022
- **Awarded** to the **1st Place** in **Funovus Game Jam** | The calling from Goblin Den
- The Calling from Goblin Den is a 3D top-down RPG game partnered with two teammates. My duties were designing and prototyping for 2 levels: Frozen Forest & Furious Volcano (final Level) from concept to final polish.
- Designed immersive and creative level scenarios that support and enhance the core mechanics of the game.
- Collaborated with the programmer to create core game mechanics; Designed quests and narrative independently.

ARCHER | Unreal | 3D | Level Designer | Mar 2022
- UCSC level design project instructed by **Michael John**. Archer is a single player, 3D FPS game developed in Unreal.
- The level enhanced the rhythm and created smooth and satisfying gaming experience to players.
- Created isometric, top-down sketches, and level layouts for the second level while exploring innovative ways to use game mechanics. Created block outs and worked with the programmer to prototype gameplay using Blueprint.
- Cooperated with other level designer making sure that all aspects were functional for builds. Conducted level walkthrough with teammates providing feedback to help fine tune and improve the gaming experience.

SWING | Unity | 2D | Level Designer | Feb 2022
- A 2D Single player, platform and Puzzling game in pixel art. Created 2D platform sketches and tile-map.
- Created 2D pixel game assets in Aseprite and implemented animation for character and game assets in Unity.
- Prototyped the final level environment, established the level layout, and improved ways of interactive and static means to create emotions for players; Implemented the gameplay situations based on the creative ideas.
- Developed core mechanic working with the programmer by contributing to the design, testing, and feedback.

SPREADSHEET PROJECT TAMAGOTCHI | Unity |2D | Lead Game and System Designer | Dec 2021
- Designed game system about player main stats and player input. Prototyping leveling system.
- Created level progressions that support game character development and player experience.
- Created Game UI and game assets using Aseprite and Adobe Photoshop and implemented animation in Unity.
- Designed and created cozy, comforting and relaxing atmosphere to player through the creative game system.

DETAILED REFERENCES AVAILABLE ON REQUEST