

Yiyuan Wang

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University of Utah, Bachelor of Science in Games, Expected Spring 2025

GPA: 3.8 major classes; 3.45 overall

Key Courses: Survey of Games, Digital Content Creation, Ethics in Games, Traditional Game Design, Alternative Game Design, Capstone I, Capstone II, Game Theory, Game Design (UE5), Art Design, Modeling (Maya), Digital Introduction to Game Design, Level Design, Storycrafting for Games, Asset Pipeline, Introduction to Game Art, Computer Programming

Game Projects

A Way Home, Programmer & Level Designer, team of 4, 15 hrs./wk., 17 wks./yr., January–May 2024

- Developed UE5-based horror parkour game's core mechanics, including stamina bar's operation logic & recovery mechanism, distribution of obstacles, etc. Designed & implemented novice tutorial. Designed 1st & 3rd levels & arranged various obstacles & escape routes. Developed prop system & route choice to effectively balance game's difficulty.

Light In The Dark, Programmer & Designer, team of 4, 10 hrs./wk., 17 wks./yr., January–May 2024

- Designed & implemented 2D top-down pixel horror game's tutorials to ensure players quickly grasp game's core mechanics & objectives. Participated in design of Godot-based game's puzzles to ensure they were both interesting & challenging. Responsible for 2D art design of game's backgrounds.

Dinos TD, Designer & Level Designer, team of 30, 8 hrs./wk., 17 wks./yr., August 2024–Present

- Created & refined key components of game design documentation for tower defense game on UE5. Updated old battlefield design document, where I detailed map terrains, events, & paths to enhance clarity & gameplay strategy. Developed new design document for the tutorial level, focusing on creating smooth onboarding experience for players by introducing core mechanics & guiding them through early challenges.

Community Service Experience

Chinese Students & Scholars Association, University of Utah, August 2021–May 2022

- Organized & participated in annual Chinese New Year Gala
- Assisted in welcoming new Chinese students & helped them with living & study-related issues

Skills: Languages: Mandarin (native), English (fluent); Tech skills: Engines: UE5, GameMaker, Godot; Programming: Java, C#, Blueprints, GML, GDScript; Tools: Office, Helix Visual Client, Xmind mind mapping, Axure RP Pro prototyping, Adobe Photoshop & Premiere, Autodesk Maya