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📁 My Portfolio

YANG YI
Technical Game Designer
Montreal, Canada

Education

2023 – 2024
ISART Digital Montreal
- AEC LEAD.S – Game Design

2020 – 2024
ISART Digital Paris
- RNCP 7 – Game Designer

Hard Skills

Game Production :
- Programming (C#)
- 3C Design
- Prototype Creation
- Level Design
- Modeling and Texturing

Game Engine :
- Unreal Engine (Blueprint)
- Unity (C#, Bolt)

Graphics & Design :
Ai | Ps | Pr | MAYA

Soft Skills

- Great Adaptability
- Proactive team player
- Hard-working and Efficient

Hobbies

- Make Video Montages
- Drawing
- Cycling, Swimming
- First Person Shooters

Projects (Selected)

Comet's Wayfaring Odyssey
Technical Designer | Physics-Based Puzzle Game | UE 5.3
Team Student Project of 6 | 2023 – 2024 | 10 Months
- Fully responsible for 3C and physics-related gameplay
- Fully responsible for dialogue system and scripted events
- Created different tools/scripts for various gameplay elements
- Optimizing using Unreal Insights and debugging the game

BOUNCEED
Action-Puzzle Game | UE 4.27 | **Solo Project** | 2023 | 1.5 Months
- Developed an original gameplay based on jump pads
- Created a polished 3C with juicy game feel
- Programmed a weapon and an animation system
- Scripted various LDOs and level situations

Project Musik !
Mobile Rhythm Game | Unity 2019 | **Solo Project** | 2022 | 2 Months
- Developed with only C#
- Created a rhythm game system with various tweakable values
- Programmed a level editor
- Scripted a modular UI allows to add levels easily

Professional Experience

Game Designer Internship
AquaBlu Games | 2022 | 5 Months
- Crafted level designs using Adobe Illustrator
- Prototyped my level designs inside Unity
- Programmed scripted events to visualize the level
- Created a gameplay trailer

Language

- **English** - Full professional proficiency
- **French** - Professional working proficiency
- **Chinese (Mandarin, Cantonese)** - Native

I'm eager to contribute my design talent by working with you!