

Yang Yi Gameplay and Technical Game Designer

Toronto, ON. Open to relocating to Montreal. Eligible to work anywhere in Canada (PGWP). | yyi.apply@gmail.com

+1 (438) 927-3308 | mitoyager.asia | linkedin.com/in/mitoyaen

Gameplay designer who built 3C and physics interaction systems on an award-recognized Unreal Engine 5 project, from concept through delivery. Writes specifications other disciplines can build from.

EXPERIENCE

Graduate Teaching Assistant, Digital Futures, OCAD University Toronto, ON | Jan 2025 - Jun 2026 (18 months)

- Translated design intent into instructions that roughly 350 students across three courses could act on, and gave weekly structured critique on their builds in Unreal, Unity, and GameMaker.
- Acted as producer for a 25-student team in Intro to Game Design, coordinating scope, milestones, and delivery, and coaching the team through to a public showing at the [Level Up Showcase](#) .

Game Designer Intern, AquaBlu Games

London, UK | Jul 2022 - Nov 2022

SELECTED PROJECTS

Comet's Wayfaring Odyssey, Technical Game Designer, later PM

Unreal Engine 5.3 | Team of 6 | Sep 2023 - Jun 2024 | [Link to Project](#)

- Built the dual-controller 3C, a walking mech body plus a detachable physics head, and implemented its grab system on Unreal Physics Control with data-driven grab points and a solver that scores candidates by distance, orientation, and priority.
- Rebuilt water from an instant kill volume into a graded context layer: shallow water slows the mech as a warning, and deep water removes the body and forces head-only traversal. The hazard became readable before it punished the player, and a failure state became a traversal mechanic.
- Playtested CWO with about 30-40 players at the CNE Gaming Garage public playtest, and re-scoped the project after Alpha.

Recognition: [ISART Coup de cœur des Professionnels 2024](#) | [BAFTA Student Awards Games Longlist 2025](#) | [Unreal Academic Partner Student Showcase 2025](#) | Launched on the Epic Games Store, October 2026

BOUNCEED, Solo developer

Unreal Engine 4 | Dec 2022 - Jan 2023 | [Link to Project](#)

- Designed two jump pad types, one for flow and one for direction, and rewarded players for alternating between them in mid-air.
- Wrote per-surface trace logic so that a launch feels the same off a floor, a wall, or a ceiling.
- Completed a Gold pass after the course build, with an options menu and English and Chinese localization. The showcase video has around 160,000 views and 10,000 likes on Bilibili. Gold build available upon request.

EDUCATION

OCAD University,
Master of Design (MDes), Strategic Foresight and Innovation

Sep 2024 - May 2026

ISART Digital Paris | Montreal, RNCP Level 7, Game Design

Sep 2020 - Aug 2024

SKILLS

Engines: Unreal Engine 5 (Blueprint, Physics Control, DataTable, Unreal Insights, level streaming), Unity

Programming: C#, Blueprint, C++ (basics)

Practice: system specification, playtest design, cross-discipline coordination, Perforce, Git, Jira

Languages: Bilingual English and Chinese (Mandarin and Cantonese) | French Professional working