

Yang Yi Gameplay and Technical Game Designer

Toronto, ON. Open to relocating to Montreal. Eligible to work anywhere in Canada (PGWP).

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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

Jan 2025 - Jun 2026 (18 months)

OCAD University, Toronto, ON

- 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

Jul 2022 - Nov 2022

AquaBlu Games, London, UK

SELECTED PROJECTS

Comet's Wayfaring Odyssey

Sep 2023 - Jun 2024

Unreal Engine 5.3 | Team of 6

- 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

Dec 2022 - Jan 2023

Unreal Engine 4 | Solo developer

- 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.
- Released a Gold build with an options menu and English and Chinese localization. The showcase video has around 160,000 views and 10,000 likes on Bilibili.

EDUCATION

Master of Design (MDes), Strategic Foresight and Innovation

Sep 2024 - May 2026

OCAD University, Toronto, ON

RNCP Level 7, Game Design

Sep 2020 - Aug 2024

ISART Digital Paris | Montreal

SKILLS

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

Programming: C#, Blueprint, basic C++

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

Bilingual English and Chinese (Mandarin and Cantonese)

French Professional working