




Yang YI Technical Game Designer

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 Toronto, ON

 [Portfolio](#)

 [Yang.YI](#)

Technical Designer with Unreal (Blueprints, C++) and Unity (C#) expertise, focused on **building gameplay systems** that let players improvise their own solutions. **Builds data-driven tools** to support fast iteration across cross-disciplinary teams.

Authorized to work in Canada, no sponsorship required.

CORE SKILLS

Unreal Engine (Blueprints, Unreal Insights, C++), Unity (C#); Perforce, Git; Jira/Confluence


Gameplay systems (3C, physics, AI/BT, NavMesh), data-driven tools (DataTables), profiling/optimization, debugging




PROJECTS (SELECTED)

Comet's Wayfaring Odyssey

09/2023 – 06/2024

Role: Technical Designer (also Project Manager & Programmer)

UE 5.3 | Physics-Based Puzzle Game | Team of 6 | [Link to Project](#) 

- Owned core gameplay systems (3C, physics interactions, AI/BT, NavMesh) and authored the systemic interaction rules for grabbing and water buoyancy that produce emergent, player-driven solutions.
- Built a code-free, DataTable-driven dialogue and scripted-event system (plus save/load) to speed designer iteration.
- Profiled CPU bottlenecks in Unreal Insights; implemented distance-based physics activation to reduce overhead.
- Recognition:** [Unreal Student Showcase 2025](#)  ; [BAFTA Student Awards Longlist 2025](#)  ; [ISART "Coup de Cœur du Jury"](#) .

BOUNCED

12/2022 – 01/2023

Role: Solo Developer (Technical Game Designer)

UE 4.27 | Action-Puzzle Prototype | [Link to Project](#) 

- Reframed jump pads from a support mechanic into the core system the entire game is built around, tuning 3C for responsive, physics-driven feel.
- Implemented weapon, animation, and interaction systems supporting rapid iteration and level experimentation.
- Reception:** 160K+ views on Bilibili (China's YouTube), trended as a solo prototype.

PROFESSIONAL EXPERIENCE

Teaching Assistant - Game Design Courses

01/2025 – 06/2026 | Toronto, Canada

OCAD University

- Delivered engine/tool tutorials (Unity/Unreal/GameMaker, Git) and hands-on debugging support for ~350 students.
- Acted as producer for a 25-student team, supporting scope control, task coordination, and milestone delivery.

Game Designer Intern

07/2022 – 11/2022 | London, UK

AquaBlu Games

- Prototyped levels and scripted gameplay events in Unity; produced gameplay trailer to support reviews and iteration.

LANGUAGE

English – Full professional proficiency

French – Professional working proficiency

Chinese (Mandarin, Cantonese) – Native

EDUCATION

OCAD University

Master of Design (MDes), Strategic Foresight & Innovation

09/2024 – 06/2026

ISART Digital Paris | Montréal

RNCP Level 7 – Game Design

09/2020 – 08/2024