Yang YI Technical Game Designer

✉ mitoyager@gmail.com   📞 4389273308   📍 Toronto, ON   🔗 Portfolio   in Yang YI

Technical Designer with Unreal (Blueprints and C++) and Unity (C#) expertise, specializing in prototyping and workflow optimization. Build tools and debug to support cross-disciplinary teams, ensuring efficient collaboration.
Authorized to work in Canada.

📁 PROJECTS (SELECTED)

Comet's Wayfaring Odyssey
Role: Technical Designer (later: Project Manager & Programmer)
09/2023 – 06/2024
UE 5.3 │ Physics-Based Puzzle Game │ Team of 6
- Built Blueprint-based 3C & physics systems for fast iteration.
- Developed dialogue & scripted events; created internal tools to streamline design–programmer cycles.
- Used Unreal Insights to optimize performance bottlenecks.
- **Recognition:** ISART "Coup de Cœur du Jury" (2024); BAFTA Student Awards - Longlist (2025); Unreal Student Showcase 2025

BOUNCEED
Role: Solo Developer (Game Designer & Programmer)
12/2022 – 01/2023
UE 4.27 │ Action-Puzzle Game
- Designed jump-pad mechanics and polished 3C game feel.
- Built weapon & animation systems and scripted interactive objectives.

🧠 HARD SKILLS

Game Engines — Unreal Engine (Blueprints, Insights, C++), Unity (C#)

Scripting — C#, Python (basic), Editor scripting

Tools — Perforce, Git, Jira, Confluence

Design Tools — Adobe Illustrator/Photoshop, Premiere Pro, Maya

Collaboration — Documentation, teaching & mentoring, cross-functional teamwork

💼 PROFESSIONAL EXPERIENCE

OCAD University
Teaching Assistant - Game Design Courses
01/2025 – Present │ Toronto, Canada
- Acted as *Team Producer* for assigned student groups, consulting on direction, coordinating communication across 20+ members, and troubleshooting design/technical issues.
- Led Unity (C#) coding tutorials: delivered short lectures and guided hands-on exercises to support practical implementation.
- Provided targeted feedback and technical support in prototyping and design workflows.

AquaBlu Games
Game Designer Intern
07/2022 – 11/2022 │ London, UK
- Prototyped level designs in Unity and implemented scripted events to support gameplay visualization.
- Built an internal gameplay trailer to align stakeholders, reducing review cycles and clarifying design intent.
- Collaborated with developers to refine playability and balance, bridging design concepts with technical implementation.

🎓 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

🌐 LANGUAGE

English — Full professional proficiency

French — Professional working proficiency

Chinese (Mandarin, Cantonese) — Native