Yang YI Technical Game Designer

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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.
Eligible to apply for Post-Graduation Work Permit (PGWP) upon graduation in June 2026.

CORE SKILLS

Unreal Engine (Blueprints, Unreal Insights, C++ basics), 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 (later: 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), dialogue/events, save/load.
- Built a code-free, DataTable-driven dialogue & scripted event tool 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" ↗ .

BOUNCEED   12/2022 – 01/2023
Role: Solo Developer (Game Designer & Programmer)
UE 4.27 │ Action-Puzzle Prototype │ Link to Project ↗
- Developed a jump-pad–centric movement system and tuned 3C for responsive, physics-driven gameplay feel.
- Implemented weapon, animation, and interactive object systems supporting rapid iteration and level experimentation.

PROFESSIONAL EXPERIENCE

Teaching Assistant - Game Design Courses   01/2025 – Present │ 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 internal 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