

Jiaqi Tang

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EDUCATION

Carnegie Mellon University

Master of Entertainment Technology

University of California, Irvine

Bachelor of Science in Game Design & Interactive Media

Pittsburgh, PA

Aug 2025-May2027(expected)

Irvine, CA

Sep 2021- May 2025

SKILLS

- **Engines:** Unity, Unreal, Godot, Figma, OpenGL, Blender, Logic Pro X, Final Cut Pro, Figma.
- **Game Design Skills:** Mechanics design, systems design, level design, narrative integration, UX/UI design, progression systems, digital prototyping, player behavior analysis, virtual economy design.
- **Language:** C#, C++, Python, Lua, Java, R, HTML/CSS.

WORK EXPERIENCE

Suzhou Jiugong Digital Technology Co.

System Designer & Hero Designer

Suzhou, CN

Aug 2023 - Sept 2023

- **Game Design & Core Systems:** Authored sections of the Game Design Document (GDD) for a Three Kingdoms-themed mobile strategy game, **defining core gameplay loops** (e.g., resource management, PvP battles) and meta-game systems (e.g., seasonal events, faction alliances). These designs contributed to **an 18% rise in daily active users (DAU)** during beta testing by improving retention mechanics.
- **Mini-Game Innovation:** Innovated a Three Kingdoms-themed 2048 mini-game using Unity's 2D framework, incorporating historical elements to create an engaging meta-game that **increased session time by 7 minutes on average during in-game events**.
- **Hero Design & Balancing:** Spearheaded hero design for "Zhang Fei, the Loyal Warrior", crafting abilities (e.g., crowd-control spear thrust, morale-boosting passive) through iterative playtesting and balancing. Achieved **a 30% pick rate in matches and positive sentiment in 78% of post-match surveys** (e.g., "fun and balanced" feedback).
- **Data-Driven Tuning:** Deployed A/B testing via Unity Analytics to optimize level difficulty, adjusting variables (e.g., enemy spawn rates, reward pacing). Resulted in a 92% stage completion rate while maintaining a 4.6/5 engagement score from in-game feedback polls.

Mobalytics

Game Researcher

USA

Jun 2022 - Aug 2022

- **Player Experience Analysis:** Led a player experience analysis of Stardew Valley using Python and Tableau to evaluate core gameplay loops and mechanics. Assessed potential integration into Mobalytics' analytics services, supporting strategic expansion into farming simulation analytics.
- **Data Extraction & Player Behavior Insights:** Built a custom web scraping tool with BeautifulSoup and Selenium, **collecting 100K+ data points** on player engagement and gameplay patterns. Insights guided feature prioritization and validated demand for farming sim analytics.
- **Interactive Dashboard & Cross-Genre Insights:** Designed an interactive Tableau dashboard tracking player engagement KPIs. Discovered a 40% audience overlap between Stardew Valley and MOBA players, shaping Mobalytics' cross-genre content strategy.

PROJECT EXPERIENCE

Edge Digger

Producer, Game Designer, Programmer

USA

Apr 2025-Present

- **Algorithm Development:** Developed a dead-end-free procedural map generation algorithm for the digging-down core gameplay.
- **Experience Optimization:** Improved, Optimized player experience by tuning animation length to **match sound effects, using dual BPM rhythms to reflect different moods**.
- **Gameplay Innovation:** Designed a unique multitasking system requiring players to simultaneously manage actions with both hands.
- **Platform Launch Preparation:** Advancing Steam store asset localization and marketing warm-up, targeting Winter 2025 release.

Time Casino

Producer, Game Designer, Programmer, Technical Artist

USA

Mar 2024 - Oct 2024

- **Gameplay Innovation:** Combined maze, poker and time mechanics into a unique rogue-like experience.
- **Procedural Generation:** Designed and programmed a procedural maze tool for level generation.
- **Multiplayer Implementation:** Implemented **4-player synchronous gameplay** using Unity Netcode.
- **User-Centric Refinement:** Conducted A/B testing and rapid iteration to **address 90% of user feedback issues**.

Drag and Mix

Producer, Game Designer, Programmer

USA

Feb 2024-Sep 2024

- **System Development:** Designed, Programmed, Architected, a flexible object synthesis system, that handles **over 50+ items and 100+ combinations**.
- **Cross-functional Collaboration:** Coordinated with 2 artists via Jira and Perforce to polish the prototype demo through iterative development.
- **User-Centric Optimization:** Conducted **A/B testing, surveys**, and feedback analysis to refine difficulty curves and remove redundant combinations for smoother puzzle gameplay.