Jiaqi TANG

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EDUCATION BACKGROUND

University of California, Irvine   09/2021 - 05/2025

Bachelor's of Science in Game Design and Interactive Media   Average Sore: 3.5/5.0 (85/100)

INTERNSHIP EXPERIENCE

Suzhou Jiugong Digital Technology Co. – Suzhou, CN / System Design Engineer Intern   08/2023 - 09/2023

- Designed a Three Kingdoms-themed mobile strategy game, developing the game design document (GDD) and systems, focusing on core gameplay loops and meta-game elements, resulting in an 18% increase in daily active users during beta testing

- Led "Loyal Warrior Zhang Fei" character design, achieving a 30% pick rate and positive feedback

- Developed a Three Kingdoms-themed 2048 mini-game using Unity's 2D framework, adding historical elements, increasing session time by 7 minutes during events

- Used Unity Analytics for A/B testing, fine-tuning the difficulty curve to reach a 92% completion rate with a 4.6/5 engagement score

Mobalytics - USA / Game Market Research and Analysis Intern   06/2023 - 08/2023

- Analyzed player experience in *Stardew Valley* using Python and Tableau, assessing core game mechanics and loops for integration into *Mobalytics'* service portfolio, leading to a strategic expansion into farming simulation analytics

- Developed a custom web scraping tool with *Beautiful Soup* and *Selenium*, extracting over 100,000 data points on user engagement and gameplay patterns to inform future feature prioritization

- Created an interactive dashboard visualizing key performance indicators (KPIs) of player engagement, revealing a 40% overlap between *Stardew Valley* and competitive MOBA players, shaping *Mobalytics'* cross-genre content strategy

- Prototyped a *Crop Efficiency Calculator* using React.js, applying game economy design principles, and received approval for development following positive stakeholder feedback

GAME ACTIVITIES

UCEI Invitational 2022 / UC Irvine Member   09/2021 - 11/2022

- Represented University of California, Irvine in *Overwatch* collegiate competitions and won the 2022 University of California Esports Invitational Championship

- Elevated team ranking to third nationally, achieving the highest placement in team history

Game Jams / Member   10/2024; 08/2024; 09/2023

- Worked as a project manager for a Game Jam collaboration, achieving a top 50% placement

- Served as music/sound engineer in multiple Game Jams, contributing to audio design and sound effects

EXTRACURRICULAR GAME PROJECTS

Game Development / Lead Programmer and Designer   12/2022 - 05/2023

- Created a cyberpunk-themed text adventure game

Game Development / Lead Programmer and Designer   12/2023 - 03/2024

- Created a cute animal-themed card battle game

Game Development / Lead Programmer and Designer   03/2024 - 11/2024

- Created an educational drag-and-drop puzzle game, closely collaborating with a 3D artist to achieve a high level of completion

Game Development / Lead Programmer and Designer, and Tech Artist   04/2024 - 11/2024

- Created a multiplayer maze treasure-hunting game, utilizing the latest Unity Netcode technology

Other Information

- **Technical Skills:** C#, C++, Unity, Python, Adobe Premiere Pro, Logic Pro, HTML, Git, Canva, Adobe Suite, Figma, Unreal, Unity Analytics, Google Analytics, Jira, Confluence, Asana, Workday, Hotjar, Sterling, SharePoint

- **Game Design Skills:** Mechanics design, systems design, level design, narrative integration, UX/UI design, progression systems, digital prototyping, player behavior analysis, virtual economy design

- **Languages:** English (Advanced), Chinese (Native), Japanese (Basic), Spanish (Basic)