

Tianyi Cao, Game Designer
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Education

Carnegie Mellon University, Entertainment Technology Center (ETC), Pittsburgh, PA
Master of Entertainment Technology, expected May 2022

University of California, San Diego, La Jolla, CA
BS in Cognitive Science & BA in Interdisciplinary of Computing and Arts, June 2020

Skills

Google Suite, Unity, C#, Javascript, FL Studio, Adobe Audition, Ableton Live, Audacity

Experience

Versus Programming Network - VSPN / Project Executive, Intern Shanghai, China, Summer 2019

- This organization provides game companies with solutions to create and manage esports events.
- Project executive for PUBG MOBILE Star Challenge 2019, a global competition for PUBG MOBILE. A total of 32 YouTubers from all over the world attended. Each of them formed a team of four and fought for the championship.
- Arranged a caster training camp that trains future official casters for the esports event of Game For Peace. A total of 8 casters will be elected from a 24 people involved camp.

Academic Projects

Building Virtual World / Game designer, sound designer, producer ETC, Fall 2020

- Built 5 entertainment experiences in one to three weeks with a five-person team.
- Designed game mechanics and interactions for each round.
- Honed communication, collaboration, and iteration skills while working in teams with multiple disciplines.
- Build games in unity, do version control through perforce, and use G Suite to do production.
- Managed files, arranged team meetings and tracked project progress.

Zhiyin/ Game designer, composer, programmer UCSD, January 2020 ~ June 2020

- A rhythm game created in two quarters for my senior project.
- Designed the game, composed the music and coded the game in Unity.
- Composed music in Chinese pentatonic scale and used Chinese Shuimo art style.

Personal Projects

Minzi / Game designer, composer, producer June 2019

- A RPG game made with Unity in one week.
- Worked within a group of 5 people.
- Compose the main theme and battle theme.

Star Fantasy / Game designer, narrative designer, composer March 2019

- A STG game made in unity under 52 hours for Train Jam 2019.
- Designed the bullets and enemies to move in a circular way to meet the circuitous theme.

- Wrote a time loop story to better fit the theme.