

Yu'An Tan

Game Designer

5+ years game designer experience in two of the most popular games in China: QQ Dance, JiangNan Town. Focus on gameplay design, economy & activity design.

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EDUCATION

Carnegie Mellon University Entertainment Technology Center

08/2021 - Present

Pittsburgh, PA

Master of Entertainment Technology

- Build Virtual World
- Game Design
- Visual Story
- Improve Acting

Shanghai University Information Management & Information System

08/2011 - 07/2015

Shanghai, China

Bachelor of Information Management

- Data Structure
- Ecommerce

WORK EXPERIENCE

Senior Game Designer for JiangNan Town CoconutIslandStudio

07/2020 - 08/2021

Shanghai, China

Achievements/Tasks

- Core designer in Economy & Activity Design and Gameplay System
- Re-organize the economy system, resource rating & release
- Design gameplay systems, including the main gameplay loop of a new city
- Analyze player data and write monthly/yearly reports

Senior Game Designer for QQ Dance Tencent Games

06/2017 - 07/2020

Beijing, China

Achievements/Tasks

- Led a 4-person team to design in-game economy & social systems
- Designed the "Small-Group" social system combined with a new commercial content which earned about 2 million dollars monthly
- Designed a love-professing system and attracted 5 hundred thousand players
- Developed a stable lottery system which earned 1 million dollars monthly
- Created surveys, analyzed player data, and wrote monthly/yearly reports

SKILLS

Game Design

Economy Design

Programming

Prototype

Project Management

Sound Design

Basic 3D Modeling

TOOLS

Unity

C#

MindManager

Axure

Premier Pro

PhotoShop

Audition

Blender

Office

PERSONAL PROJECTS

Rustle (02/2019 - 07/2020)

- Formed a team to create a puzzle game based on Pop-Up Books
- Designed and prototyped gameplay and puzzles
- Wrote background story
- Made production plan and tracked the schedule

AWARDS

"Rustle" was nominated as the Best Artistic Game in China Original Art Game Competition

"Rustle" won the Best Gameplay Demo in the Zhijiang International Youth Art Festival

"Rustle" won the Second Prize of the Best Game Demo in Jinchen Award by Beijing Film Academy

LANGUAGES

English

Full Professional Proficiency

Chinese

Native or Bilingual Proficiency