

YUTONG JIANG

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Portfolio: <https://sallyajiang.wixsite.com/portfolio>

EDUCATION

New York University, Tisch School of the Arts — New York, NY

Bachelor of Fine Arts in Game Design

Expected Graduation: May 2026 | GPA: 3.68

PROJECT EXPERIENCE

ZHOU, narrative-based horror game, educational project, 2022.

- Led a four-person team as lead designer and narrative designer, crafting a self-contained horror prologue inspired by Chinese folklore.
- Designed interaction systems and level layout to reinforce environmental storytelling, using subtle pacing and symbolic object use to build tension.
- Developed puzzles that integrate with narrative structure, including a multi-room sequence balancing threat, logic, and atmospheric escalation.

Capsuled, block-fitting puzzle game, Ludum Dare Submission, 2023.

- Co-led a 9-person international team to deliver a narrative-integrated puzzle game ranked top 8% among 2100+ entries in a 72-hour jam.
- Designed layered object interactions where spatial constraints, item logic, and environmental satire together expressed themes of control and compression.

Lament of Swan, point & click horror game, Itch Scream Jam Submission, 2023.

- Founded and led the production team as lead designer, narrative designer, and project manager.
- Oversaw multiple design iterations under tight time constraints to deliver a polished and emotionally resonant horror experience.
- Maintained team momentum and collaboration throughout the jam period.

Study Buddy, interactive charity project, 2024.

- Founded and led an interactive charity project aimed at supporting under-resourced learners. Designed core user interactions and guided the team through a sustained development cycle.
- Continuously integrated user testing feedback to refine usability and educational impact.

RELEVANT EXPERIENCE

Volunteer Tutor, Angel's House Orphanage — Beijing, China | 2020-2021

- Conducted weekly educational tutoring sessions for young children in a non-profit setting.
- Designed and facilitated playful learning activities, including early-stage educational games tailored to different age groups.

Garage Studio — Game Designer / Level Designer, Beijing, China | 2025

- Contributed to the development of Backfire, a 2A futuristic mech-combat game, with a focus on system design and encounter-based level layout.
- Designed modular battle arenas that reinforced player maneuverability and mechanical weight, balancing pacing and strategic movement.
- Adapted quickly to an ongoing production pipeline, applying personal design logic to support pre-existing systems while suggesting refinements in core progression flow.

RELEVANT EXPERIENCE

AFGame – Game Design Tutor, Beijing, China | 2025

- Mentored aspiring game designers in Unreal Engine 5 and core design principles in preparation for the 2025 GMTK Game Jam.
- Provided guidance on project planning and professional development, introducing students to real-world workflows in game production.
- Encouraged creative confidence and teamwork among early-stage developers.

HONORS

Lead Designer, Game Jam- China Indie Game Alliance(CIGA).	August, 2020
Level Designer, Game Jam- Game Maker's Toolkit(GMTK).	July, 2021
Level Designer, Game Jam- Ludum Dare.	September, 2023
Project Manager, Game Jam- Kitsch Digital (Itch Scream Jam).	October, 2023
Narrative Designer, Game Jam- Kitsch Digital (Itch Scream Jam).	October, 2023

SKILLS

- Game Design: Level design, gameplay systems, narrative design, project management
- Programming: HTML, JavaScript, visual scripting, C#, Python
- Software: Adobe Illustrator, Photoshop, Premiere; Microsoft Office Suite
- Language: English (Full Professional Proficiency), Mandarin (Native Proficiency)
- Engines & Tools: Unity, Unreal Engine 4/5, Twine, Ren'py, GameMaker Studio 2 Figma, Trello, Canvas