

CALVIN YANG

Game Designer - Artist - Programmer

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ABOUT ME

Passionate and detailed oriented Game Design student, drawing since 2015 and working on game projects since 2021. Experienced with Unity, Unreal, and a plethora of Adobe programs and other niche software. A lover of music, sounds, and math, and eager to learn something new every day.

EDUCATION

Honours Bachelor of Game Design

Sheridan College 2023 - Present

- Designed 5 gameplay systems, one of which centered around revenue.
- Written numerous design documents about level, process, and story.

Art Fundamentals

Sheridan College 2022 - 2023

HARD SKILLS

- Game Engines: Unity, Unreal Engine, Godot
- **Programming:** C#, Unreal Engine Blueprints, JavaScript, HTML
- Design Tools: Figma, Miro
- Data Software: Excel, Jira, Git Version Control
- Sound Design: FL Studios, PXTone, Audacity
- Visual Design: Adobe
 Illustrator, Adobe
 Photoshop, Adobe Premiere,
 Adobe After Effects,
 Aseprite

SOFT SKILLS

- Receptive to Feedback
- Clear Communicator
- Open and Focused Collaborator
- Clear Documentation
- Creative and Idea Driven
- Efficient in Time Management
- Game Design, Level Design, Programming, 2D Art

QUALIFICATIONS

- Strong grasp of system designs, level design, game economy, and progression loops.
- Skilled in writing clear design documentation.
- Experience using data to create systems and drive design.
- Excellent collaboration and communication skills.
- Knowledgeable in animating and animation programs.
- Mastery over 3 game engines: Unity, Unreal Engine, Godot.

PROJECTS

Deep Dives | Unity | 2025 - Present

Game Designer, Programmer, Artist, Sound Designer

- Designed and implemented modular systems and tools to solidify the foundation for future updates.
- Spearheaded the creation of a scalable economy to ensure consistent and intriguing gameplay.
- Designed narrative, game mechanics, user interface, music, and sounds.

Patient R21 | Unity | 2024 - 2025

Game Designer, Artist, Sound Designer, System Designer

- Worked in a team of 5 to deliver a point and click horror game before the end of the school semester.
- Collaborated and communicated through Miro and Jira to ensure design goals are met and development logs are documented.
- Designed and balanced level progression to maintain player engagement.
- Conducted play testing sessions for telemetry to collect numerical data and applied player feedback to tune systems.

Explod-O-Motive | Godot | Design Week 2025

Game Designer, Programmer, Level Designer

- Created the core mechanic of the game based on game jam limitations.
- Managed and prepared a team of 5 to work on GitHub and Godot.
- Programmed 3/4 engaging puzzles for players to solve

Pixel Wallpapers | Unity | 2024

Artist, Animator, Programmer

- Iterated on multiple designs for character concepts, colors, and environments.
- Created cohesive animations to work in unison with player activity.
- Implemented applications and assets to Wallpaper Engine and Unity