

Thomas Tang

Software Engineer and Unity Developer

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CAREER OBJECTIVE

Software and quality engineer who values replayability and player skill. Interested in designing a variety of games that are easy to pick up and challenging. Two of my favorite games include Dominion and Celeste.

Skills

Unity, Programming (C#), Game Design, Mobile Development, Google Sheets, Github, Brainstorming, Collaboration, Playtesting, Communication

Experience

External Playtester

Donald X. Vaccarino, *March 2023 - Present*

Conducted weekly playtesting sessions with strangers with the latest version of the current project.
Evaluated gameplay to gather feedback and suggestions in playtesting report.
Published games that I contributed towards: Dominion: Cornucopia and Guilds 2nd Edition
Upcoming games that I contributed towards: Dominion: Rising Sun; Moon Colony Bloodbath.

Game Design Intern

Isekai Entertainment, *May 2023 - August 2023*

Brainstormed 20+ ideas to improve enemies and weapons in Sword Reverie.
Communicated with other team members to share and receive feedback.
Devised missions, challenges, and puzzles to be encountered in game play.
Identified areas of improvement in existing games through user feedback analysis.
Collaborated with artists, programmers, and other developers to create engaging games.
Presented ideas and progress updates at team meetings regularly.

Windows Defender Tester

Microsoft, *June 2022 - July 2022*

Worked at Wicresoft (a Microsoft Subsidiary) on Microsoft Windows defender testing.
Wrote down many test cases for features in the Windows Defender Security App.
Tested several test cases automatically by writing scripts in C# to discover bugs.
Communicated with my supervisor, and incorporated her feedback to polish my code.

Game Designer and Developer

Microsoft, *April 2019 - August 2021*

Designer and developer for card games Hand to Hand Cardbat and Mutating Forest.
Both games were playtested weekly with a paper prototype, and later implemented digitally.

Education

Bachelor of Fine Arts in Game Design, New York, NY, US
New York University, May 2024