

COOPER YANG

Game Designer | 213-662-7535 | yangcooper@me.com | <https://cooperyang.cargo.site/>

EDUCATION

University of Southern California Los Angeles
Game Design and Development, School of Cinematic Arts, Master of Science September 2024-Present

Relevant Courses: Experiments in Interactivity; Design for Interactive Media; Advanced Game Project

New York University, Game Design New York City
Game Design, Tisch School of Art, Bachelor of Fine Arts September 2018-May 2022

Relevant Courses: Game Design; Rapid Prototyping; Audio for Games; Procedural Generation

Departmental Honor

EXPERIENCE

Tencent, NEXt Studio Shanghai, China
Combat Designer, SYNCED: Off-planet August 2022-June 2024

- Designed and developed multiple PvE enemies, including 6 boss encounters and multiple common enemies, improving end-game engagement by 20%
- Developed dungeon system framework for Season 1, introducing cooperative side quests with dynamic loot and objectives, and built 30 mini-dungeons using Unreal Engine Blueprints
- Built level layouts and collaborated closely with Level Artists on dungeons and boss fight arenas, ensuring compelling player flow and cohesive aesthetics
- Secured 7 patents with Tencent for innovative game mechanics designs

Ape Squared Creative Remote
Combat Designer, Above Land (Unannounced) May 2025-September 2025

- Designed inaugural boss encounter with emphasis on cooperative gameplay dynamics and narratives, using Unreal Engine blueprint and GAS.
- Refined enemy designs to optimize animation workflows and support fast-paced and responsive melee combat mechanics.

Tencent, NEXt Studio Shanghai, China
Game Design Intern, SYNCED: Off-planet June 2021-August 2021

- Redesigned onboarding level layout to enhance player control and introduce SYNCED's unique companion system, resulting in a 15% increase in player retention during early game stages
- Iterated on a shooting range, introducing various combat scenarios and damage testing features, allowing players to reinforce core gameplay loop and easily test builds

Giant Interactive Group, 2.5 Studio Shanghai, China
Technical Art Intern, Battle of Balls June 2019-August 2019

- Created a Unity editor tool streamlines particle effect generation, reducing a 5-minute process to a single click
- Designed customizable procedural-generated particles attached to player models, increasing immersion and customizability

PROJECTS

VECTOR, Arena FPS <https://cooperyang.cargo.site/VECTOR>
Level Designer & Game Designer January 2025-July 2025

- Designed framework for a fast-paced 2v2 arena shooter, featuring a customizable and evolving loadout system
- Designed and iterated a PvP level emphasizes vertical movement, high player speed, and balanced competitive gameplay
- Collaborated on network framework for all core systems, including client prediction, game states, and player loadout.

Epitaph Producer & Game Designer, Action Horror RPG <https://cooperyang.cargo.site/Epitaph-1997>
Producer & Game Designer September 2021-May 2022

- Managed project progress and advanced design content to ensure timely completion
- Designed and implemented spell-craft combat system, ensuring it balanced challenge with player agency
- Developed an audio framework and produced SFX for a horror environment, enhancing immersion with adaptive audio

SKILLS

Software: Unity, Unreal Engine, Wwise, Pico 8, Maya, Reaper

Programming: C#, Java, Unreal Blueprint, Lua