

QIANHAO TANG

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EDUCATION

University of Southern California

Los Angeles, CA

Master of Science in Digital Communication and Media/Multimedia

August 2024-May 2026

Relevant Coursework : Managing Technology in Digital Media, Analytics and Research Methodology

University of California

Santa Cruz, CA

Bachelor of Arts in Art and Design: Games and Playable Media

September 2018-June 2021

GPA 3.9 / 4.0

WORK EXPERIENCE

Marvel Rivals | Netease Interactive Entertainment

Guangzhou, CHN

Quality Assurance Engineer

April 2022-April 2023

- Optimized gameplay performance by identifying and resolving memory leakage issues through real-time monitoring with Unreal Insights, resulting in a 20% boost in PC performance and stabilizing the PS5 version
- Developed detailed test plans and led QA triage sessions, executing weekly playtests while identifying and resolving issues in gameplay, graphics, UI/UX, animations, and level design
- Constructed 10+ wikis and guidelines, created test checklists, increasing team efficiency and ensuring timely delivery of gameplay functions, such as delivery of hero Adam Warlock
- Automated build process, streamlining workflows and reducing manual errors by 50%
- Created and enforced controller action mapping guidelines, ensuring gameplay consistency and fairness across PC and PlayStation platforms

University of California, Santa Cruz (Computational Media)

Santa Cruz, CA

Academic Assistant

January 2020-April 2020

- Provided detailed feedback on game prototypes, teaching 15+ students how to optimize gameplay mechanics and revamp overall design
- Managed communication between faculty and over 60 students, facilitating smooth project progression and ensuring regular updates
- Organized and led playtesting sessions for 10+ teams, gathering usability feedback and guiding students in making iterative design improvements

LEADERSHIP AND INVOLVEMENT

Mantle | USC Games

Los Angeles, CA

Lead Producer

August 2024-Present

- Managing a team of 17 students to develop an experimental experience in Unity
- Assessing high-risk features with department leads to determine feasibility and prioritize development tasks
- Reducing risk by applying concentric design principles, ensuring team stays focused and avoids scope creep
- Setting and tracking milestones for a year-long development cycle, while regularly presenting progress and product development updates

LOVE HEIST ROMEO

Santa Cruz, CA

Game Design Programmer

December 2020-June 2021

- Collaborated with a team of 14 people to design and implement core gameplay systems aligned with story goals, including a raycast-based stealth system and an adaptive slot machine mechanic
- Ensured smooth integration of gameplay into game narrative, enhancing player immersion
- Set up weekly usability test sections and iterated on gameplay based on player feedback, refining mechanics to improve overall experience
- Won the "Capstone Production Award / World Building Award" at the UCSC Game Showcase

YAMI

Santa Cruz, CA

Creative Lead

December 2018-December 2018

- Conducted competitive analysis of similar games and refined gameplay based on key findings from Limbo, Inside, and other titles, using as a design bible for a team of three
- Designed game assets and provided to level designer, optimizing development workflow using Tiled, allowing a non-experienced level designer to build two new levels within a short timeframe
- Selected as project representative for 2019 UCSC Games Showcase

SKILLS

Production: Scrum, Agile, Waterfall, Concentric Design, Cross-disciplinary Communication, Project Management

Technologies: Miro, Monday, Notion, Microsoft Office, Google Suite, P4V, Git, SVN

Game Engines: Unity3D, Unreal Engine 4, Construct3, Godot

Programming: C#, Python, JavaScript

Art: Adobe Creative Cloud (Photoshop, Illustrator, Premiere Pro), Blender, Maya, Aseprite, Clip Studio Paint, Figma

Language: English (Fluent), Chinese(Native), Japanese (Conversational)