

# QIANHAO TANG

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## EDUCATION

<b>University of Southern California</b> <b>Master of Science in Digital Communication and Media/Multimedia</b> Relevant Coursework : Managing Technology in Digital Media, Analytics and Research Methodology	Los Angeles, CA August 2024-May 2026
<b>University of California</b> <b>Bachelor of Arts in Art and Design: Games and Playable Media</b> GPA 3.9 / 4.0	Santa Cruz, CA September 2018-June 2021

## WORK EXPERIENCE

<b>Marvel Rivals   Netease Interactive Entertainment</b> <b>Quality Assurance Engineer</b>	Guangzhou, CHN April 2022-April 2023
<ul style="list-style-type: none"><li>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</li><li>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</li><li>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</li><li>Automated build process, streamlining workflows and reducing manual errors by 50%</li><li>Created and enforced controller action mapping guidelines, ensuring gameplay consistency and fairness across PC and PlayStation platforms</li></ul>	
<b>University of California, Santa Cruz (Computational Media)</b> <b>Academic Assistant</b>	Santa Cruz, CA January 2020-April 2020
<ul style="list-style-type: none"><li>Provided detailed feedback on game prototypes, teaching 15+ students how to optimize gameplay mechanics and revamp overall design</li><li>Managed communication between faculty and over 60 students, facilitating smooth project progression and ensuring regular updates</li><li>Organized and led playtesting sessions for 10+ teams, gathering usability feedback and guiding students in making iterative design improvements</li></ul>	

## LEADERSHIP AND INVOLVEMENT

<b>Mantle   USC Games</b> <b>Lead Producer</b>	Los Angeles, CA August 2024-Present
<ul style="list-style-type: none"><li>Managing a team of 17 students to develop an experimental experience in Unity</li><li>Assessing high-risk features with department leads to determine feasibility and prioritize development tasks</li><li>Reducing risk by applying concentric design principles, ensuring team stays focused and avoids scope creep</li><li>Setting and tracking milestones for a year-long development cycle, while regularly presenting progress and product development updates</li></ul>	
<b>LOVE HEIST ROMEO</b> <b>Game Design Programmer</b>	Santa Cruz, CA December 2020-June 2021
<ul style="list-style-type: none"><li>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</li><li>Ensured smooth integration of gameplay into game narrative, enhancing player immersion</li><li>Set up weekly usability test sections and iterated on gameplay based on player feedback, refining mechanics to improve overall experience</li><li>Won the "Capstone Production Award / World Building Award" at the UCSC Game Showcase</li></ul>	

<b>YAMI</b> <b>Creative Lead</b>	Santa Cruz, CA December 2018-December 2018
<ul style="list-style-type: none"><li>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</li><li>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</li><li>Selected as project representative for 2019 UCSC Games Showcase</li></ul>	

## SKILLS

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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)