YAN LIANG

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Game development: gameplay systems, rapid prototyping, player progression, and interactive experiences

EDUCATION

University of Michigan, Ann Arbor Fall 2026 – Expected Winter 2028
B.S.E. in Computer Engineering (Dual-Degree Program)

Shanghai Jiao Tong University (SJTU) Sept. 2024 – Expected Aug. 2028
B.S. in Electrical and Computer Engineering
GPA: 3.78/4.00 (top 10%)

GAME DEVELOPMENT PROJECTS

Neko Band [SilverFOCS] Aug. 2025
Four-person game-development team, SJTU SilverFOCS Game Incubator

- Co-developed a band-management game that combines rhythm practice, card-based combat, map events, and player-driven character upgrades.
- Integrated a progression loop spanning rehearsal, tactical battles, random fan and cat events, and performance goals from school venues to a city stage.

Fur-get Me Not [SilverFOCS] June 2025
Four-person game-development team, SJTU SilverFOCS Game Incubator

- Co-developed a three-stage adventure centered on a magical cat, blending paddle and rhythm interactions with role abilities, escalating challenges, and dice-based modifiers.
- Used progressive mechanics and narrative beats to connect score-based input, collectible rewards, enemy encounters, and player feedback.

Currency War [GitHub] Campus Game Jam
Unity/Tuanjie 2D economic-building and rhythm-game prototype (AI-assisted development)

- Built a playable prototype in a game-jam team: recruit band members, buy equipment, arrange front- and back-line rosters, and combine genre synergies across a tour route.
- Implemented and iterated on a D/F/J/K four-lane rhythm-combat loop with short and hold notes, Fever, battle rewards, inventory limits, and character star upgrades.

ADDITIONAL TECHNICAL PROJECTS

Freshman Mechanical Competition – 4th Place Mar. 2025 – May 2025
Vehicle Chassis Design and Arduino Control

- Designed a vehicle chassis in SolidWorks and wrote Arduino control code; applied lightweight structural design and optimization to improve driving stability.

VEX Campus Competition Nov. 2024 – Dec. 2024
Mechanical Design and Prototype Debugging

- Contributed to mechanism design, SolidWorks modeling, 3D-printed and laser-cut part fabrication, assembly, and system testing.

HONORS & ACTIVITIES

- **University Physics Competition (UPC), Silver Medal (top 20%), 2025** – developed physical models, implemented core algorithms in Python, and co-authored a technical report in LaTeX.
- **AI Virtual Teacher Competition, Third Prize, 2025** – implemented voice interaction with AWS speech-recognition and speech-synthesis APIs and explored multimodal interactive experiences.
- Teaching Assistant: SJTU GC MATH2550J (Honors Calculus III) and ENGR1000J (Introduction to Engineering).

SKILLS

Programming: C#, C++, Python **Game/Development Tools:** Unity/Tuanjie, UGUI, Git, SolidWorks, LaTeX
Focus Areas: Gameplay systems, UI prototyping, player progression, 3D modeling **Languages:** English (TOEFL: 104), Mandarin (native)