

# Ronald Tang, B. Des

[rontang.com](http://rontang.com)

[Instagram @rcytang](https://www.instagram.com/rcytang)

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## Profile

Artist and game designer. As an avid player, I take inspiration from the games I love to play late into the night. From dice rolling to online co-op, I enjoy deconstructing design choices and how they enhance the core game experience. Furthermore, I analyze the artistic direction and lore to creatively craft my own design.

## Projects and Accomplishments

### Star Call

*Solo developer*

- o Designed gameplay and concept art. Created and coded art assets. Scripted Enemy AI controls.
- o Published online at Newgrounds, Kongregate, and Game Jolt.
- o Showcased during Edmonton K-Days 2017 EXPO Centre.

### Plutonic Penguins

*Art Director*

- o Created overall Antarctic game world, characters, environment, and props.
- o Modeled, textured, and rigged 3D art assets. Animated penguin characters.
- o Showcased mid-development VR build at Dark Matters, Telus World of Science.

### Fires of Magdala

*Cinematographer*

- o Designed and scripted screenplay for Diablo III in-game cinematic played in Unity engine.
- o Digitally hand painted mattes. Animated panels, characters, and camera.

## Skills

- o Video game design in Unity
- o C# scripting
- o Game development project management
- o Thorough knowledge of Maya, Adobe Photoshop, Krita, Sketchup, and Lightwave
- o Creative character animation in Maya.
- o Architectural pre-visualization

## Education

### Video Game Design Diploma

February 2018

*Edmonton Digital Arts College*

- o Game development in Unity 3D and C#.
- o Art direction, project management.

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### Education (continued)

**Advanced Studies in Character Animation Diploma** June 2010

*Animation Mentor*

- o Body mechanics, acting, and polish in animation.

**Bachelor of Design** (Industrial Design, Drawing, Printmaking, and Painting) May 2001

*University of Alberta*

- o Computer Aided Design projects, illustration, and promotional marketing design.

### Employment

**Principal Artist and Game Designer** March 2018 – Present

*Waterfall Cave*

Edmonton

- o Conceptualise, illustrate and create 3D game assets and animations
- o Develop game design and implement in Unity and code in C#

**3D Print Artist** March 2015 – February 2018

*Self Employed*

Edmonton

- o Modeled to scale custom Kenworth truck parts from kits and blueprints.
- o Converted models to STL files and uploaded to online print shop.

**3D Modeling and Animation Specialist** February 2008 – September 2014

*Architecture | Arndt Tkalcic Bengert*

Edmonton

Animate architectural walkthroughs for client presentations

- o Modeled and textured buildings from AutoCAD files and hand sketches.
- o Created texture maps from scratch and digital photos.

**3D Animator/System Administrator** June 2005 – January 2008

*Barr Ryder Architects and Planners*

Edmonton

- o Animated architectural walkthroughs based off AutoCAD drawing files and hand sketches.
- o Provided system, network, and technical support for users.