

# Joyce Tan

Place of Birth: Los Angeles, CA | E-mail: joygamecon2026@163.com | Web: <http://www.joyjoyjoyce.com/>

## EDUCATION

University of Macau	Bachelor of Social Sciences in Communication – Creative Media	09/2022-06/2026
GPA 3.56/4.0		
Key Courses: Fundamentals of Visual Culture, Video Production, Animation, Multimedia Design, New Media, Creativity and Marketing, Global Media		
Honor: Dean's List 2023-2024		

## PROJECT EXPERIENCE

<b>UnGrind   Tencent Game Design Training Program</b>	Game Designer & Artist	06/01-10/28, 2025
• Individually developed core components of a 2D adventure game as a trainee, contributing to concept pitching, prototyping, feature implementation, and preparing the final build for Steam release.		
• Applied agile production practices, structuring personal sprints, defining development milestones, and managing a consistent five-month production schedule to ensure on-time delivery.		
<b>Noodle Never Ends   GMTK Game Jam</b>		
	Team Lead & Game Designer	07/31-08/04, 2025
• Spearheaded a 5-person team through a 48-hour game development jam, orchestrating task allocation and timeline management to ensure on-time project delivery.		
• Designed the core gameplay loop, narrative background, and a balanced card-based numerical system from concept to execution.		
• Developed interactive card mechanics and UI prototypes, focusing on creating an engaging and intuitive user experience.		
<b>I'm Still Here   CiGA Game Jam</b>	Team Lead, Game Designer & Artist	06/27-06/29, 2025
• Managed team collaboration and workflow for a 72-hour development cycle, effectively distributing roles between design, art, and programming.		
• Solely responsible for entire level design and the creation of all original game character art assets.		

## WORK EXPERIENCE

<b>Sino French Water Development Co., Ltd</b>	Intercommunications Department Intern	06/2024
• Filmed, edited, and produced high-quality promotional videos for key corporate events, managing the process from pre-production to delivery.		
• Composed and distributed official event-related email communications to staff and stakeholders.		
• Designed survey content for internal feedback collection and developed presentation slides for executive meetings.		

## LEADERSHIP & EXTRACURRICULAR ACTIVITIES

<b>Head of Publicity Department</b>	University Volunteers' Association	06/2024 - 06/2025
• Led and coordinated the collaborative efforts of a publicity team of over 50 members.		
• Designed promotional materials, including event posters and merchandise packaging designs.		
<b>Vice Minister of Planning Department</b>		
	University Residential College	09/2022 - 06/2024
• Planned and executed multiple large-scale events (e.g., Halloween, Christmas) for 50-200 participants, developing game concepts and prize structures to boost engagement.		
• Designed interactive activities, coordinated venue setup, and created promotional materials including posters and WeChat articles.		
<b>Tutor</b>	World Without Borders Voluntary Program (Online)	06 - 08/2025
• Delivered online lectures on Chinese language and traditional culture to a class of 20+ students from Sri Lanka.		
<b>Member of Department of Consultancy</b>	University Student Union	09/2022 - 06/2024
• Shot photos and edited video recaps for student activities, such as the University Halloween Special Interview Program.		

## SKILLS

- Software & Tools:** Blender, 3D Studio Max, Unreal Engine 5, RizomUV, Adobe Photoshop, Adobe After Effects
- Technical Skills:** Video Production (Filming & Editing), Game Design, Level Design, Character Design, UI/UX Prototyping, Graphic Design
- Languages:** English (IELTS 7.0), Mandarin Chinese (Native)