

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

UnGrind | Tencent Game Design Training Program 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.

Noodle Never Ends | GMITK Game Jam 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.

I'm Still Here | CiGA Game Jam 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

Sino French Water Development Co., Ltd 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

Head of Publicity Department 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.

Vice Minister of Planning Department 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.

Tutor 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.

Member of Department of Consultancy 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)