Tiger Jia

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Experience

Topgolf Media
San Francisco, CA

Game Designer

August 2020 – November 2023

Shankstars (iOS, Android)

- Designed and wrote documentation for new features, working closely with engineering, art, and production to ensure features become game ready before deadlines
- Proposed solutions and improvements to various design problems and mechanics
- Continuously designed and implemented content for live-ops features like battle pass and new gamemodes
- Adjusted player progression and level difficulty by analyzing and intepreting data and player feedback
- Created models for progression and automated data entry tasks using Microsoft Excel
- Communicated and collaborated with coworkers of various levels in a fully remote cross-functional team
- Primarily responsible for managing the text database and handling localization with a contractor

University of California, San Francisco
San Francisco, CA

Student Intern

May 2019 – August 2019

- Organized meetings and events, including tracking schedules and finding venues, using Microsoft Outlook and meeting room scheduling software
- Troubleshooted issues with various electronic equipment, including printers, fax machines, and computers
- Lead the initiative to digitize some operations in the administrative office, increasing efficiency of admin employees and reducing costs

Amino Capital
Palo Alto, CA

Intern

June 2017 – August 2017

- Analyzed pitches from AI and big data startups, writing concise reports to aid investors in their decision
- Researched important advances and events in AI and big data, compiling them into a newsletter

Projects

- VR game about tossing ingredients into a cauldron and making potions with various effects to maximize score: designed the difficulty scaling and potion mechanic, designed and programmed the UI
- 1v1 projectile based fighting game: designed and programmed gameplay, character movesets, and UI
- Character mod for the card game Slay the Spire: designed cards and character mechanics

Education

Carnegie Mellon University
Pittsburgh, PA

Tepper School of Business

May 2020

Bachelor of Science in Business Administration

Cumulative GPA: 3.69

Minor in Game Design

Skills

Software: Unity, Unreal Engine 5, Blender, JIRA, Perforce, Github, Excel, PowerPoint
Programming: C#, Java, UE Blueprints
Other: Agile Development, Scrum, Production