Tango (Hanyin) Tan
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Portfolio | LinkedIn

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Dear Hiring Manager,

I am writing to express my interest in opportunities related to gameplay programming or technical design within your studio. As a recent graduate from Sheridan College's Game Design program, I bring strong technical skills in Unity (C#) and Unreal Engine 5 (Blueprints/C++), combined with practical experience developing and iterating on real-time systems in collaborative game projects.

Throughout my academic and project-based work, I've taken on roles that required me to not only code features but also bridge communication between design, art, and QA. In my role as Lead Programmer for Hourglass, I implemented core mechanics, created tools to support designers and artists, and maintained code quality through Git-based version control. I've also contributed to AI scripting, level functionality, and system optimization in multiple team environments.

I thrive in fast-paced, iterative workflows and enjoy solving both creative and technical challenges. Whether it's prototyping new gameplay systems, debugging complex interactions, or supporting team members with technical tools, I take pride in writing clean, scalable code and delivering dependable results.

I would welcome the opportunity to contribute my technical knowledge, creative mindset, and strong collaborative attitude to your team. Thank you for considering my application—I look forward to the possibility of working together.

Sincerely,
Tango (Hanyin) Tan