

# jessica 'jynnie' tang

email [jynn.tang@gmail.com](mailto:jynn.tang@gmail.com)  
portfolio [jynnie.me](http://jynnie.me)

## experience

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### One More Multiverse [multiverse.com](http://multiverse.com)

September 2019 - March 2023

#### Game Designer (2022 - 2023)

- Collaborated with executive team to turn company goals into pre-production plans.
- Owned, designed, and implemented rapid prototypes exploring how to make roleplay asynchronous, mobile, and fun for our existing real-time multiplayer roleplaying platform.
- Facilitated community playtests, conducted user interviews, and analyzed resulting quantitative and qualitative data with the team. Presented findings to the team at large in both synchronous presentations and clear, written documentation.
- Led agile team in producing Project Long Rest, an asynchronous, mobile roleplay game with React Native, Tailwind, and Firebase. Planned strategies and timelines for supporting it as a live service game.

#### Product Manager (2020 - 2022)

- Adapted best-selling tabletop RPG *Blades in the Dark* into a custom, digital-first experience for both newcomers and long-time fans, reinventing physical mechanics into compelling digital gameplay. Collaborated with stakeholders including game creator John Harper.
- Led game development for a 10+ all-remote team of engineers, designers, and artists. Coordinated with marketing and stakeholder teams in creating and adjusting team roadmap. Steered team through multiple high-level pivots.

#### Full-stack Developer (2019 - 2021)

- Implemented multiplayer gameplay features such as automated dice rollers, interactive story text, community safety tools, and text chat using React, Typescript, and Firebase.
- Worked with designers and artists across the team to bring Figma mockups to pixel-perfect life.
- Balanced user feedback from our community, addressing both feature and polish needs to increase player happiness.

### Samsara [samsara.com](http://samsara.com)

June - August 2019

#### Software Engineering Intern

- Developed a new autocomplete user mention feature to improve coaching workflows in Samsara's driver safety platform, using React and GraphQL. Iterated on solutions through direct interviews with customers to address needs.

### PTC Reality Lab [ptc.com](http://ptc.com)

June - August 2018

#### AR Innovation Research Intern

- Introduced UI revisions and gesture controls to the Reality Editor, an augmented reality platform, with Javascript.

## education

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### Massachusetts Institute of Technology

June 2020

B.S. in Comparative Media Studies and Minor in Computer Science

## projects

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### Flowers in a Long Grey Winter [jynnie.me/projects/flowers-demo](http://jynnie.me/projects/flowers-demo)

2022

Designed and developed an original deck building game in Unity with C#. Features a hex grid deck, explorable overworld, and progression mechanics. Solo developed in a month and released demo.

### Soullocke Tracker [soullocke.vercel.app](http://soullocke.vercel.app)

2021 - 2022

Developed a web tool using Next.js and Firebase that allows users to collaboratively track their journey in a game of Pokémon with soullocke rules. Includes automation specific to the ruleset. Currently has 1k monthly active users.

### Majiang [majiang.web.app](http://majiang.web.app)

2021

Adapted Chinese majiang/mahjong to a real-time, multiplayer web game for 3-4 people. Supports play with custom and regional rule variations. Original design inspired by our family's twenty year old mahjong set.