

SYDNEY LANG

<http://www.linkedin.com/in/sydlang>

<https://www.sydlang.com>

sydneylang11@gmail.com

+1 (215) 589-5877

Game Designer with 5+ years' professional games experience—authoring expansive stories, making complex systems sing, and driving high quality standards.

EXPERIENCE HIGHLIGHTS

Game Designer

Turn Me Up Games, Burbank CA

Feb '22 - Present

- ▶ **Implemented branching quest content in Unreal Engine 5, integrating NPC behavior loops, routines, social interactions, and systemic player-choice logic directly into gameplay systems.**
- ▶ Authored and maintained dynamic NPC behavior logic using **UE5 Behavior Trees and State Trees**.
- ▶ Validated gameplay features through **structured team playtests**, reproducing issues in-engine and documenting edge cases for engineering and QA follow-through.
- ▶ **Estimated implementation scope** and tracked task progress throughout production, identifying technical blockers and systemic risks early to improve pipeline efficiency and feature delivery.
- ▶ Created and maintained **detailed technical design documentation** covering quest states, NPC logic trees, world-system interactions, and implementation intent to support cross-disciplinary development.

Producer

Banana Bird Studios, Los Angeles CA

Aug '20 - Aug '21

- ▶ **Facilitated Lot Check across platforms (PC, Mac, Xbox, & Playstation)** to ensure our project complied with first-party platform requirements. .
- ▶ **Maintained cross-platform bug database and feature requests** in order to plan future sprints and milestones.
- ▶ Managed production schedules and task assignments across multidisciplinary teams, balancing feature implementation, bug resolution, and player-driven priorities to meet project deadlines.
- ▶ Authored and published player-facing development updates, translating technical progress, feature implementation milestones, and production goals into clear communications for the community.

Game Designer & Creative Director

USC Games, Los Angeles CA

Jan '18 - Aug '18

- ▶ Designed and programmed core systems in the Unity engine including **player locomotion, traversal, rhythm mechanics, and NPC behavior**.
- ▶ **Ran playtests** at major stages of development and **implemented player feedback**.
- ▶ **Wrote and implemented 1500+ lines of branching dialogue.**

EDUCATION

B.A. Interactive Media & Game Design, 2020

USC - School of Cinematic Arts

GPA 3.78 - *magna cum laude*

DESIGN SKILLS

Game Design

QA Testing + Bug Reports

Design Documentation

Paper Prototyping

Narrative Design

World-Events

C++, C#, & Java Languages

Software Experience

Confluence, Jira

ClickUp, Trello

Unreal Engine 4 & 5

Unreal Behavior and State Trees

Unity, Visual Studio

Microsoft & Google Office

Genre Experience

RPGs

Open World RPGs

NPC Behavior Systems

Puzzle RPGs

Visual Novels

Text Adventures

INTERESTS

Video Games

TTRPGs

Baking

Hiking

Gardening

Life Sciences (don't get me started on paleontology)