Min Yang

Suzhou, Jiangsu, China • (+86)15962124833 • wangfang20061001@163.com

Education

American University — Washington, D.C., USA
Bachelor of Arts (B.A.) — Sep 2020 – Dec 2025
Double Major: Graphic and Visual Communication Design and Studio Art

Work & Internship Experience

CITIC International Tendering Co., Ltd. — Shanghai Branch — Shanghai, China
Tendering & Procurement Intern — Jul 2026 – Present

Coordinate tender documentation and communicate with clients and bidders throughout banking-sector procurement projects, supporting document review, information verification, and on-site tendering activities.

ByteDance | Seed Team — Beijing, China
Pre-Training Data Intern — Feb 2026 – Jul 2026

Processed and evaluated large-scale pre-training datasets from web content, PDFs, Excel files, and JSON sources, with a focus on data quality and consistency.

Applied data-cleaning workflows including MinHash-based deduplication and LLM-assisted filtering to identify duplicate, low-quality, and irregular content.

Conducted multilingual data review, annotation, and quality evaluation, identifying errors and abnormal patterns to support reliable pre-training data pipelines.

Chengdu Fanfeixindong Game Technology Development Co., Ltd. — Chengdu, China (Remote)
Game Design Intern — Sep 2025 – Dec 2025

Designed gameplay mechanics, interactive systems, level concepts, and narrative content for self-developed and client-commissioned game projects.

Produced game design documentation and communicated gameplay requirements with art, audio, and development teams to support feature implementation.

Iterated game maps, level layouts, and gameplay systems based on internal testing and team feedback, identifying design issues and proposing improvements to player experience.

Bilibili — Shanghai, China
Public Affairs Intern — Jun 2025 – Aug 2025

Researched internet-industry policy, regulatory developments, and digital media trends, synthesizing findings into structured reports for internal reference.

Supported corporate presentations and cross-team coordination, communicating Bilibili's platform features, business model, and online community culture.

Agricultural Bank of China — Shijiazhuang Xicheng Sub-branch — Hebei, China
Banking Operations Intern — Jun 2024 – Sep 2024

Reviewed customer and operational records, verified information accuracy, and identified documentation discrepancies to support accurate daily branch operations.

National Financial Regulatory Administration — Shenze Regulatory Sub-branch
Intern — Jun 2023 – Sep 2023

Reviewed regulatory and financial-institution materials, verified data accuracy, and organized policy documents and supervisory reports to support daily regulatory work.

Conducted industry and policy research, synthesizing regulatory information and institutional materials into structured summaries and reports.

Leadership & Activities

American University Student Union Washington, D.C., USA

Publicity Team Lead 2021 – 2025

Led publicity and event-promotion initiatives, coordinating with student organizations and external partners on campus and cultural programs.

CiGA Game Jam

Lead Game Designer | Theme: “Everything Is Alive” Jun 2025

Led gameplay and level design for Rebirth of Wood on Fire, defining core mechanics, level progression, and interactive systems.

Designed level layouts and gameplay interactions, collaborating with the development team to translate design concepts into a playable prototype.

TapTap Game Jam

Lead Game Designer | Theme: “Are You Sure This Isn’t a Bug?” Oct 2025

Led the game concept and core gameplay design for Bug Village, defining the overall gameplay direction and key mechanics.

Developed the world setting, narrative structure, in-game text, and supporting game design documentation.

Skills

AI & Data: Pre-training Data Processing, Data Cleaning & Quality Evaluation, MinHash-based Deduplication, LLM-assisted Filtering, Data Annotation, JSON / Excel / PDF Data Processing

Game Development: Unreal Engine, Unity, Gameplay Design, Level Design, Prototyping, Playtesting, Git / GitHub

Design & Creative: Adobe Photoshop, Illustrator, InDesign, Figma, Procreate, Graphic & Visual Communication Design