

# KuanYen Huang

Taipei City, Taiwan

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## Education

### National Tsing Hua University

BACHELOR OF SCIENCE IN COMPUTER SCIENCE

- Overall GPA: 3.72 / 4.3

Hsinchu, Taiwan

Sep 2020 - Jun 2024

## Projects

### Project Fusion

LEADER, PROGRAMMER, DESIGNER

Present

- Current ongoing project began from independent study, an auto battler game featuring a unique fusing artifact mechanic.
- Recreated gameplay ability system from Unreal Engine to Unity and modified it to fit the game more.

### Duplicate Solution Unacceptable

SOLO DEVELOPMENT

Aug 2024

- First time using Godot to create an easy puzzle during GMTK Jam 2023, with the theme of "Build to Scale".

### Deal Da Time

LEADER, PROGRAMMER, DESIGNER

Jul 2023

- A mini puzzle game that was created during GMTK Jam 2023, with the theme of "Role Reversed".

### You Ken-Do It

LEADER, PROGRAMMER, DESIGNER

Jun 2023

- A VR kendo game made by Unity focused on Block & Counter mechanic with slashing system from Metal Gear Rising: Revengeance.
- Awarded in the competition of VR project involving three different Taiwan universities.

### Survivor For the Feast

LEADER, PROGRAMMER, DESIGNER, ART

Jan 2023

- A survivor game made by Unity in which you need to collect ingredients to make dishes.
- Winning Best Game Design in Taiwan Student Innovation Game Design Competition 2023 and Best Game in the course presentation.

### An Extra Ordinary YouTube Video

LEADER, PROGRAMMER, DESIGNER

Jun 2022

- A bullet hell action game made by Cocos with a unique mechanic that you can rewind the boss fight via video progress bar.
- Using instruction-based Boss script and object pooling bullet to implement level.

### Lost in Dungeon

DESIGNER

Jan 2021

- A dungeon crawling action game made by Unity created during Global Game Jam 2021, with the theme of "Lost and Found".

### duRNGeon

SOLO DEVELOPMENT

Apr 2019

- A dungeon crawler rogue-like game made by Unity if the player can control RNG.

### Guillemets

SOLO DEVELOPMENT

May 2018

- A horror visual novel on mobile made by Unity with puzzles involving multi-ending.

## Experience

### CreSpirit

GAME PROGRAMMER AND DESIGNER INTERN

Hsinchu, Taiwan

Feb 2024 - Jun 2024

- Supporting several design tasks and working on an ongoing project's mini-game system.

### VL Lab - National Tsing Hua University

INDEPENDENT STUDY: Development of Unique Turn Base Combat Game "Project Fusion"

Hsinchu, Taiwan

Feb 2023 - Jan 2024

- Developed a demo game "Project Fusion", with unique mechanic game design.
- Construct a skill part-based system, can modify skill's attributes and effects via Google spreadsheet easily.

## Skills

**Languages:** C#, Unity, Cocos, Python, C, C++, Godot, HTML

**English:** TOEFL — 106/120 (R:30/30, L:29/30, S:23/30, W:24/30)